5 ZIFF DAVIS NINTENDO 64 • GAMECUBE • PLAYSTATION • PS2 • DREAMCAST • HANDHELDS • ARCADE

# ELECTRONIC GAMES MONTHIFEST 200 GAMES MONTHIFEST INSIDE

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THE ULTIMATE GUIDE TO THE LAUNCH GAMES, DVDS AND EVERYTHING PLAYSTATION 2



MEET NINTENDO'S NEW SYSTEM: GAMECUBE PG. 30

SEGRITET

- THE GAME LINEUP
  - THE FREE TRIAL











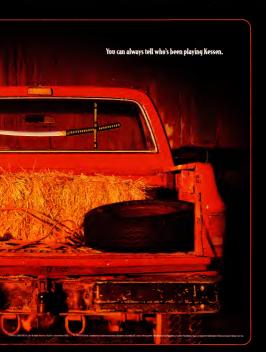


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ELECTRONIC GAMING MONTHLY

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#### The Best of Times...

e're breaking fresh coverage on no less than four new consoles (PS2, Gamecube, Game Boy Advance and Xbox) this month. And while we've always considered it a pleasure and privilege to cover this most fascinating of industries, we can say that the next year will surely be the best of times for gamers everywhere.

Of course, PS2 hags most of the limelight this month as Sony outs the finishing touches on what will undoubtedly be the biggest one-day product launch in entertainment history. We give you the obligatory nuts and bolts info on the most

finally unveiling Gamecube (still sounds weird to me) and Game Boy Advance.

The simultaneous announcements are not a coincidence as Nintendo clearly plans to expand and explore the immense possibilities of linking stand-alone handheld and console systems together, Already, Mario Inc. is puffing out its. chest. "Developers and the market have pretty much dismissed Sega. We certainly can't ignore Sony, but Gamecube will perform very well against PlayStation 2." George Harrison, Nintendo of America's vice president of marketing, confidently

told Forbes com. "Microsoft has the novelty factor.

"Sony appears poised for world-or at least living room-domination."

powerful home gaming console ever produced, but then we also take a fresh angle by dreaming up the perfect PS2 launch party-think of this PS2 Xanadu as a hermetically sealed biosphere designed exclusively for you, your friends and your brand-new PS2. We were so intent on finding the perfect spot that Crispin even broke out his old red, white and blue Olympic team Speedo from yesteryear to inspect good spots. Sony appears poised for world-or at least living roomdomination, and SCEA COO Kaz Hirai told us he has some lofty goals for PS2: "The truth is the biggest competition is not necessarily traditional competitors like Nintendo, Sega and Microsoft, but rather... seeing a movie or going out to play pool...any type of entertainment really, is our competition."

Nintendo made double-barreled news of its own in late August at the Spaceworld Expo in Tokyo by

and plenty of money, but no existing customers." Microsoft, meanwhile, widened their growing block of supporters by announcing several more third-party developers who'll be hopping on the Xbox bulldozer, Apparently they're close to unveiling the hardware, Xbox CXO Robbie Bach confirmed at the Ziff Davis Flectronic Gaming Summit that the chip set and gamenad design are finished, Microsoft VP Ed Fries heightened curiosity and fueled speculation that Ybov might be a bit larger than its competitors and look more like a home theater amplifier by cryotically telling the SF Chronicle, "We're finishing the space between the fins..." whatever that means,

On top of all this, we have pantioads of new previews and reviews for all of the current consoles. With all this good stuff, it's probably best now that I shut up and get out of your way...

Joe Fun

#### **Contributing Writers**



Our year own viola Mike is an expert in more kinds of kung fu than we can pronounce. When he's not teaching martial arts or starring in Mexican chop-socky specials, he's bulking up to become a real-life WWF wrestles

#### Marc Saltzman

The author of this month's how to Playbay, USA Today, Nahan! Internet Life and more than 40 other mags. Marc is also the editor of Game Design, Secret of the Sages, In which he interviews hundreds of game designers.



#### Peter M. Bracke We wanted to lack de a DVD referen

in our PS2 feature, so we turned to a true digital-flick expert to write the thing. Peter is the editor in chief of DVDRIe.com (www.dvdfile.com). your ultimate source for DVD movie and hardware news and reverus

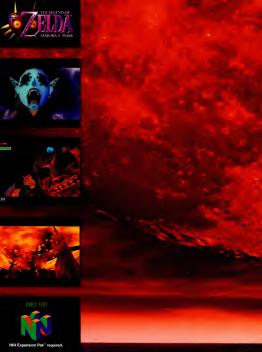






Sure, mom told you not to ride your bike in the house, but she's never seen Dave Mirra Freestyle BMX from Acclaim Max Sports. With 12 vert, dirt and street courses to tear up, you'll be ripping like the pros in no time. Use the Trick Modifier to create more than 1,300 insane tricks. And with 10 sick multi-player games including Longest Grind and Gnarliest Crash, the couch will mold to your butt long before you put down the controller.









# KICKIMUS MAXIMUS BUTTIMUS

EARTH-SPITTING POWER MIND-NUMBING SPEED AND THE ABILITY TO INCITE RABID FANS, THINK YOU GOT THAT KINDA GAME? BRING IT IF



YOU GOT IT. TO MADDEN NELT 2001 THE FOOTBALL DYNASTY FOR THIS CENTURY. NEXT CENTURY AND THE CENTURY AFTER THAT.

IF IT'S IN THE GAME, IT'S IN THE GAME."
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#### **Game Directory Features**

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> The Ultimate PlayStation 2 Launch Party We leave no stone unturned in our quest to help you throw the biggesi launch celebration since NASA shot that monkey into space Inside, you'll find in-depth guides to the launch games, DVDs, audio gear and more. The festivities begin on page 176

> > Star Wars: Episode à

Battle for Naboo Fn. 2

talk may be flaring up.

ow to Get a lob in the

Games Riz Writer Morr

Saltzman talked to the

hottest developers in

but Lucas isn't done

milking Ep. 1 yet.

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Nho Warts to be a Williamser-2nd Editor

the industry and asked Weepet Fusion World is Not Enough, The SMF No. Merry the biz question: How do we get a job? BTMF SmagkDown S pg 222 XII no Sparts

#### Departments

**Editorial** 

**Letters** 

28 A new Wave Race? A new Metroid? And even a new Zelda? Find out about all the goodies headed your way through Nintendo's shiny, new Gamecube and Game Boy Advance

**Gossip** 48 We're hearing whispers about

Daytona 2 and Half-Life for DC. Spyro a and more

Mara A. H M. d

**Previews** 66 Ready 2 Rumble PS2, NASCAR 2001, Unreal Tournament, Mobile Suit Gundam for PS2, WWF

SmackDown! 2, Cool Boarders 2001, Alone in the Dark for PS Mario Party 3, Paper Mario N64 topped off with Tony Hawk's Pro Skater 2 and Grandia II for DC

**Review Crew** 244 Would you believe we're rating PlayStation 2 games? it's time to

put aside the hype, speculation, and fanfare, and give those fancy lookin' games the ratings they deservel

( Tricks 278 (A) The Final Word 285

Is it a space-age box or perhaps ar \*Bos alarm clock? Find out what we think of Nintendo's bizarre-looking Gamecuhe

SYSTEM KEY Dreamcast Nintendo 64 PlayStations PlayStation Game Boy Color Neo+Geo Pocket Color Arcade

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Electronic Gamling Monthly 12





introductore extraordinates—has cide to bean. Rold like Mat and BMCs top pre-se bork. Seed a year to Economic Pag. and Roldson And or exception of the Kowakaki And do water to other rater care, based to Year exception of the Kowakaki And do water to other rater care, based to Year exception of the Country along a Real-Time Course Edition to create dream terminal. And a circumstance challenge you to go big and move up the marks. Mat Haffman's Prot BMCs nice like the water's beat, without hings us shape for back media intermed argum.

FEATURING THE TONY HAWK'S PRO SKATER GAME ENGINE









Ride he the king of

Revolutionary BMD Course Editor Ride head-to-head in 2-Player Mode

ESCAMILLA / HOFFMAN / KOWALSKI / MCCOY NASTAZIO / RUBINSON / TABRON / THORNE

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#### **Letters to the Editors**

LETTER OF THE MONTH

#### Thank You Sir. May We Have Another

Lam a retired USAF officer who happens to like to play video games for a diversion. Needless to say, I am older than anyone on your staff-including yourself. I subscribe to five game magazines. Know why? I want to know what to buy. Too many magazines lose sight of that prime objective in their zeal to provide "interest" items. They fall as a magazine.

#### "Endless stupid frigging pictures of the staff picking their noses or goosing each other. Who gives a s#1%2 Cut it "

What is desirable: 1. Complete and detailed data about new and upcoming games. What - when how much-quality-etc 2. Good pictures for graphic quality assessment. Also profile of new

upcoming games. Twice a year would also be dandy. 3. Detailed info on upcoming new systems

4. Detailed comparison data on additional electronics that can be used with a system. What the hell is "S" video anyway? Where can you get one? How Congratulations. many kinds are there? How much? etc. What about sound systems? Amplifiers? How do you tie it all together? Give us will be receiving some info., i.e., do a spread comparison on all hand controllers. Videos. Sound systems, etc. Compile and publish a

(PS), an Alloy Arcade Stick listing of stores and dealers where one (0C) or a can purchase games and supplies. SharkPad Pro 5. Better organization: EGM's Game 64<sup>2</sup> (N64) Directory Aug. 2000 p. 14. Nice. Informative, Reader friendly! Should be See page ??? for on PAGE ONE however. Also same Issue p. 60 Coming Soon section-nice Organized, Should be on PAGE TWO

offerni miss

InterAct

controller. You

a Barracuda

however. Why in the hell should your Thanks for the impassioned "critique," B.I. We are all now "standing tall before the man," Seriously, you make some good points, and you made most of us

readers have to search for the info they seek?? Organize! Recall why people read a game magazinel Undesirable mindless filler:

1. Wasted space on stories about game

designers. Who gives a shit? Do you want to know all about the man who designed the automatic transmission in your car? Or the garbage grinder in the sink? Who gives a shit? It's space wasted that could have been used to better inform readers about new games and equipment, Cut it. 2. Ctso like "Girls of Summer" in a competitor's July issue. This is incredibly

silly, childish and a weste of space. It deviates from the prime objective of a game magazine: Info needed to buy games! Cut it. 3. Rock music? Who gives a shit? Cut it.

4. Artwork by staff and readers. Who rares? Out it. 5. Letters from readers, etc. Who reads

this shit? Cut it 6. Ossettions and Answers etc. See above. Cut it. 7. Editor's response, etc. See above.

Highly unlikely to be cut. Too bad. 8. Endless stupid frigging pictures of the staff picking their noses or goosing each other. Who gives a shit? Cut it, g. Endless pictures and wordplay concerning E3 2000...E7 20001. etc. Who gives a shit? Cut it. so. Bizarre colored type, i.e., blue type on

a red background. Some people (partly color blind) can't see this and other combinations very well. Consider your readed Gentlemen -- I need intelligent insight concerning games I may wish to

> Sincerely, B.I. HILL

almost wet our little civilian shorts with laughter. We have sent your requests up the chain of command. and are waiting for our CO to give the order to proceed.

#### LETTER FACTS

prisoners: 9 . Letters about Monster Parties:

. # of letters we're sorry we couldn't respond to: 873 . # of letters we're sorry we could respond to: 3

. Avg. # of daily e-mails: 150

#### **Reader Angered** Over Good Screenshot I can't believe you guys! With your

words you say that Chrono Cross is an incredible game with an excellent story. That part I don't deny. But with your screenshot you blew the best part of the story: the part where a switch takes place by showing that you play Lynx and Zoah and Karsh, all. enemies, later in the game. I won't reveal more because I could easily be called a hypocrite by revealing the



researched that made Mathan our

story, but you f-ers at EGM who are reading this know what I mean. I just played that part in the game and I pretty much could tell what would happen because of your damn picture. You should at least apologize to all of us who were screwed by your mistake and please pay more f-ing attention to your world Holy \$%(8.0) Nathan Spangler

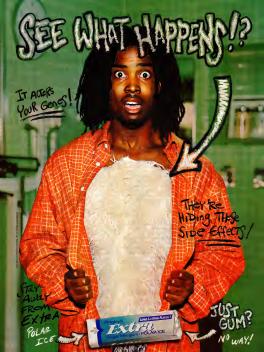
shettpsimp@hotmail.com

We always take the best pics possible, and if they happen to show a key part of the same, then so be it. This merely proves our dedication to our craft, and that we make our decisions on a game after an exhaustive amount of playing time.

#### **DC Owner Wants** "Mod Life"

Lown Half-Life for the PC and I download a lot of the mods (modifications) for the game, I'm looking forward to buying it for the

ourchasel





#### EGM@ziffdavis.com

your innormaal weirdness or you shelps of hirary par

cost, from pg. 18

Dreamcast, I was wondering if there was any way I would be able to get and play mods for the Dreamrast? "angrymac10"

Mark Howland wyrms@bellatlantic.net

Definitely not with the first varsioa of Haif-Life (which won't avaa lacluda lataraat play), but who kaows what the future may hold? Once the Dreamcast and other consoles get mass storaga davices (zip drives, hard drivas, atc.), wa could see a community devalop of people creating their own levels. characters and other mods for game and circulating them over the Nat, just like the one currently thriving arouad PC games. You can aiready maka your own levels in soma games (like Taachu 2), thaa Dexdrive tham oato the Nat to trade with other gamars; it's up to davalopers and the hardware companies whather or not this trend continues

#### Emasculation.

or darlinas

#### Machine **Guns and** Pokémon

This is an open ended letter to those who hate Dokémon

I am a brave man, I am also a big man. I am proud to say I have caught about 110 Pokemon and will have the rest caught before October. I am 18 years old and engaged. Laiso study weapons in general with a particular fascination with machine guns. While not that many, but more than most, I have fired over a dozen machine guns, including two versions of everybody's favorite the

MPs. Laiso

work on my

car because it's

cheaner and any real man can do it (not to say that women can't, I don't wanna open that can of worms). The point of all this is such

Pokémon fans aren't just little kids. Your boss might be one, your teacher might be one, and if you are one, stand proud and shout it from the rooftop. Pokémon is not just a simple game.

It is an RPG in the truest sense of the word. It is entertaining on many levels, even the simplest of minds can learn it, and most importantly it is fue Of those who hate Pokémon how many bred and bred "Ill you got the Golden Chocobo in FFVII?

I thought so... A wise man once said, "Only a fool hates that which he knows nothing about 7

Before you go on your next anti-Pikachu rant sit down and play the game-the original Red. Blue or Yellow for 20 minutes. Perhaps it seems childish, but one of the best games I have ever played, I almost passed over. I'm glad I didn't make that mistake. If you are so afraid of a little cartoon rat, then maybe you should be

emasculated...that is all...

Dim Reed)

Wa are proud to assousce the addition of a new special section. "Ask Jimmy the Viper," wa're act sura what will be in this section, but Mr. Viper assured us it would be "Raal good, such as it is, you peacliseck freaks." So, with this riselag audorsement of our staff, coupled with his knowledge/love of machine ins, the column seemed like a "good fit."

#### PlayStation 2: Wrath of

I've been a fan for five years all the way from Saudi Arabial Where I live the PSo is already out since May 2000 and I own a

Those who hate Pokémon. how many beed and bred 'Ili you pet the Golden

Chocobo In so...a wise Bniv a fool hates that which he

FFVS2 | thought man once said knows noti shout "

Jimmy the Viper

#### **Ouestion of** the Moment

#### What PS2 launch title are you going to huv first?

None, I was gorne buy a PS2 but now that I've seen pictures of Metroid and 7eMa on Starcube (Dolphin), I say screw

Citanoog@aol.com PS27 No thanks, I think I will grab Majora's Mask instead

Birffra@aol.com What? PS2? P\*\*\* PlayStation 2, it's time to get with the Gamecube

KroSsOVeR@aol.com The same I am craving for is... THE BOUNCER!!! It has a Motric-like feel, really great graphics and martial arts

arrion

The Working Designs Jaunch games: Gun Griffon Blaze and Slipheed: The Lost

Planet, Mmmm...Game Arts. Treasure...(he drocks). name withheld Definitely Smuggler's Run which

already have paid off-woo hoof Crash416@snlp.net Not a one. I'll just sit there and marvel at my \$300 DVD player that has the ability to play games (read; all the games look

SEPSIFY, IMO). bigglesworthy626@yahoo.com TIMESPLITTERSH TIMESPLITTERSH and maybe TIMESH ITTERS!

pstalano@yahoo.com

Personally...I'm gorna do what I chd with the original and walt about two years to pet a PS2. By then Armoved Core and GT2000 will have received Greatest Hits treatment and Metal Gear Sons of Liberty will be in stores. Speech to the

Gregory/Ransom@email.msn.com The first game I am going to pick up is Ridge Racer V. Why you ask? So I can unlock Pac-Man and race with himili mr\_sfives@hetmail.com

**Next Month's Question of the** Moment: Whot do you think of the

Nintendo GameCube? Send your short but sweet responses to: EGM@ziffdavis.com with the subject heading: N-Cube

### Insane clown Posse



#### 2 New CD's in Stores Halloween 2000

GROOT The Inland Ded Juni Mariel Choop A Universal Music Company
 Psychopathic Records - The Julei Best runs beneath the streets!



#### You can write EGM at:

**EGM Letters** PO Boy 3338 Oak Brook, IL 60522-3338 e-mail: EGM@ziffdavis.com Please note: We reserve the night to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, fell us so (but please include your phone number and multing address for Letter of the Month consideration).

#### cost. from pg. 20

going to buy a PS2 but I remembered what you said, "If we told you to buy a thousand fireflies would you buy them?" So I decided to wait for the Dolphin, Anyway, my point is that gaming isn't what it used to be. Now the consumer has to make a lot of choices, and there's a lot of crap games out there

I am thinking there's going to be a lot of them on the X-Box. I am not saying that's bad or anything, because competition is good; it gives the consumer better options at lower costs and stuff like that.

But are we happier now? I know that some of us are and some of us aren't And ONE MORE THING: PLEASE STOP PRAISING EVERY SYSTEM that COMES ALONG like when Sega came: "OHH SEGA RULES\* and when you talk about PS2: "OHH PS2 IS THE BOMB," So as a favor, could you stop doing that please? Rakan Aksov

rakthevirus@hotmail.com What do you want from us, firefly

#### **Father-Son**

#### **Alien Hit Squad** Hi-Pm 24 and have a 6-year old son. I've always loved video games and still have my first Atari 2600. My son and I now have a PlayStation along

with a NES, Sega, TG16 (for Galaga 98) and several games for each. We really enjoyed playing the new Space Invaders game-it's kinda neat because two players are playing at the same time in "cooperative" or team mode. What I'm trying to find out is if there is a list somewhere of PlayStation games that includes a two-player cooperative mode? I'd like to find more games like this () prefer the simple shoot-'em-ups and platform games like Crash, Space Invaders, Hercules, Sonic (for Sega), etc. They are the easiest for

very young children to play, plus I'm kinda old-school (my all-time favorite

game is Galaga).

Mike Cousins MI SEPCO mc979377@msxspec.shell.com "My point is that gaming isn't what it used to be. How the consumer has to make a lot of choices, and there's a lot of

crap games

nut there "

We love co-op games too, and while we can't give you a comprehen sive list, here's a few of our favorites we're sure will fit your old-school sensibilities: Devil Dice, G. Darius. Pont and the piece de resistance: Midway's Arcade Party Pak-which includes Rampage, Toobin', Super Sprint and Smash TV.

#### Monster Parties. Out Of Control2

By any chance, is Crispin's Monster Parties a sequel, or related in any way. to the Monster Party 8-Bit title? Szotlal@zol.com

The same "Monster Parties" you created with the help of RPG Maker is a ripoff of a classic NES game by the name of Monster Party. That same was so cool that occasionally I still play it. I don't know if you've ever heard of it, but you should know that you are blatantly ripping off another game's name.

Due to pending litigation and on the advice of his lawyers. Crispin has declined to comment. We did, however, obtain a copy of his court

Finalogienn@aol.com

deposition: "I don't know nothin about that NES Monster Party crap. i don't know a thing about its hero. Mark, or how he befriends a monster named Bert to rid the land of some of the lamest monsters i've ever seen-er, I mean never seen. because I don't know nothin'."





The original NES Monster Party (top.@ sono Bandai) and Crispin Bover's PS Monster Parties (© 2000 Blandai)

#### LETTER BRT



Class, but no controller Bod lack to these gays... better lack next time. Feel free to e-mail us artwork as well More of our messages are e-mails these daysse don't miss out





decking cut a #10 enseines (The long business byte) with sour own uneque fouch. Send your letter art to: GM Letter Art PO Box 3331

WINNER

Congretulational Your prize

the PlanStation. It feetures

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The ASCII Control Ped

Put your creative skills

to the test by

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is on the way-en ASCH

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Rancho Santa Margarita, CA

Electronic Gaming Monthly 22





# **IN A CLASS OF**

### HEOXING BOXING

- Go toe-to-toe with over 35 boxing legends & current stars: Hagler, Marciano, Duran, Vargas, Tua & more!
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  & Las Vegas boxing venues, signature
  styles & punches plus much more!

THE ONLY GAME FEATURING ROY JONES JR. AND GEORGE FOREMAN.







O 200 from the Discussional line than first three between 100 from the Discussion of the Discussion of



"It's historic, a mass-market appliance

#### SO WHAT HAPPENS WHEN YOU TURN ON THE PS2?

Well, first, of course, you have the nifty new start-up sequence (far right), and if you have a PS1, PS2, or DVD dise in the system it will automatically load. But if there's nothing in the system, or the drive tray, is open, you go to the new system menu where you have three choices: Browser, System Configuration, and Version.

#### THE BROWSER

No, not Netscape—this isn't that type of Browser. This is where you mess with everything hooked up to your PS2. Any memory cards, PocketStations, DVD video classe, audio CDs, PS1 or PS2 games in the system will appear here as little icons. If you select a memory card, you will go to the memory card management screen: Select any software and it will load. Presumably other peripherals, such as hard-drives, moderns, and other extras will also be accessed through here in the future.



#### UTILITY DISK The only CD that comes

packed in with the PlayStation2 isn't a bunch of game demos (as was previously promised), but more or less an electric version of the instruction

manual. It walks you through the use of various parts of the hardware, and also includes a short sample of DVD video and the PS2's DVD player driver so you can reinstall it to your memory card if you need to.

The controller ports and memory card slots, all the same size and shape as on the original PlayStation. Only two sets? Yup.-Sony says they didn't include more controller ports in order to keep costs low.

The good of PlayStation logo, which you can rotate easily to suit a vertical or horizontal configuration.

The light in the Reset button glows red when the system is idle, and green when it is active. The eject button has a blue light that flashes when the drive is opening or closing.

You might recognize these little buggers called USB ports—they come standard on modern PCs. All kinds of perfpherals—mice, keyboards, scanners, printers, cameras, hard drives—can plug in here, quick and easy.



The IEEE 139

interface por PS2 an incres

that fundamentally changes society in

THE SY

#### SYSTEM CONFIGURATION

STS1 Ear CONTROL OF SYSTEMS SETTING THE REPORT OF STREET STATES AND STREET STRE

#### VERSION

These are the programs that run various functions inside your PS2, and will surely be upgradeable in the future. The list on the system as it stands now is brower, CD player, Psyl Station driver and DVD driver, all of which are version 1.00 (not surprising since this is from one of the first PS2s off the production linel). You can't really do much here yet, except for one very important, very cool settling under the PlayStation driver, where you can adjust the PS2 to play your PS1 games with laster loading and smoother textures.

[PS2 SHOWN ACTUAL SIZE]



port, also known by the much more friendly name "Firewire." This same digital can be found on camcorders, cameras and Mac computers, and will give the bibly fast connection to those kinds of peripherals in the future.



Trip Hawkins, CEO of 3DO, on the PS2 to Newsweek
the same way the printing press did."

## STEM



On bootup, four colored lights (purple, red, blue, and green) swint around a dark blue mist, with any number of transparent jubis scattered about—the number of cubes seems to increase the more you play your PS2. After a couple of seconds and a loud tone, the "camera" zoons into the mist, and your disc loads. Huzzie.



Here we have a pic of the PSS's CD player interface in PSS's CD player interface (top)—unfortunitely even more boring then the PSS's Next is a short of a system settings screen (militak), which keeps up the "Clear crystal and lawfiring lighter menus. And finally we see what the browder looks like (bottom), with a memory card, PocketStdiotion and DVD in the PSS, all represented by sions.

Two different stands went on sale along with the FS2 in Japan, a horizontal and a vertical stand. The herizontal stand (about 59) bye under the PS2 and really discent to much except look nice, while the vertical stand about \$14) stabilizes the PS2 so it can stand an

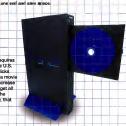






#### THE DVD MOVIES

Unlike the Japanese PlayStation2, which niquires a memory care file to play UVD moves, the US, version allows you to wetch your favorite filled right out of the box. If you've yet to watch a movie on DVD, you'll immediately see the glant increase in visual quality that I offers. And don't forget all those nifty extras such as trailers, behind the scenes footage and director's commentary, that can be found on many DVD reliesed.



#### SO WHAT HAPPENS WHEN YOU TURN ON THE PS2?

Well, first, of course, you have the nifty new start-up sequence (far right), and if you have a PS1, PS2. or DVD disc in the system it will automatically load. But if there's nothing in the system, or the drive tray is open, you go to the new system menu where you have three choices: Browser, System Configuration. and Version.

#### THE BROWSER

No. not Netscape - this isn't that type of Browser. This is where you mess with everything hooked up to your PS2; Any memory cards, PocketStations, DVD video discs, audio CDs, PS1 or PS2 games in the system will appear here as little icons. If you select a memory card, you will go to the memory card management screen: Select any software and it will load. Presumably other perioherals, such as hard drives, moderns, and other extras will also be accessed through here in the future.



**UTILITY DISK** The only CD that comes packed in with the PlayStation2 isn't a bunch of game demos (as was previously promised), but more or less an electric version of the instruction

manual. It walks you through the use of various parts of the hardware, and also includes a short sample of DVD video and the PS2's DVD player driver so you can reinstall it to your memory card if you need to.

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interface port can be found on camcorders, cameras and iMac computers, and will give the

PS2 an incredibly fast connection to those kinds of peripherals in the future.

Here's where you can customize your system's settings: change the language for the menus to Japanese or English, the time and date (yes, the PS2 has an internal clock), turn the digital audio out on or off, set the component video out to RGB or Y Cb/Pb Cr/Pr, and finally adjust the screen ratio to full screen or the letterboxed 4:3 or 16:9 ratios.

#### VERSION

These are the programs that run various functions inside your PS2, and will surely be upgradeable in the future. The list on the system as it stands now is browser, CD player, PlayStation driver and DVD driver, all of which are version 1.00 (not surprising since this is from one of the first PS2s off the production line!). You can't really do much here yet, except for one very important, very cool setting under the PlayStation driver, where you can adjust the PS2 to play your PS1 games with faster loading and smoother textures.

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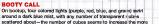
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PS2's CD player interface (top)-unfortunitely even more boring than the FS13 Next is a shot of a system settings screen (middle). which keeps up the "clear crystal and swirting lights' motif of all the system menus. And finally we see what the browser kloks like (bottom), with a mamory

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# THE SYSTEM

MEMORY CARD

#### THE DVD MOVIES Unlike the Japanese PlayStation2, which requires

a memory card file to play DVD movies, the U.S. version allows you to watch your favorite flicks right out of the box. If you've yet to watch a movie on DVD, you'll immediately see the giant increase in visual quality that it offers. And don't forget all those nifty extras such as trailers, behind the scenes footage and director's commentary, that can be found on many DVD releases.









# THREE HEROES ONE ENEMY ALL ACTION

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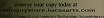






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#### **Press Start**

#### The Hottest Gaming News on the Planet

### **Nintendo Goes Square**

ew hardware isn't unveiled often, and when two new systems debut in the same day, it's something to shout about. That's exactly what Nintendo did when they fulfilled every gamer's dream twice over at Space World 2000, held Aug. 25-27, at Makuhari Messe In Chiba, Japan. At a private industry-only event the day before the show Nintendo's unveiled their nextrepetation portable. Game Boy Advance, And -only during that private showing-Nintendo finally uncovered its next-generation home console, previously known as Dolphin or Starcube, now known as Gamecube.

#### Game Boy Grows Up Nintendo Co. Ltd.'s Executivo

Vice President Atsushi Asada took the stage first and introduced the crowd to the next level of Game Boy hardware, pulling a Game Roy Advance from his shirt pocket. Nintendo plans to release it in Japan on March 21, 2001 for YoSon (about Son). One million GBA hardware units are scheduled to be shipped between the launch date and the end of March, alone with so eames (although specific titles were not announced). GBA will ship to the U.S. and Europe in July 2001 for

Gleaming the Cube For the unveiling of the 'cube, Nintendo employed the help of two rogue magicians, who presented an empty, doorwaysized box, out of which-after a few turns and a few tricksstepped five women with Gamecubes in their hands. After much applause, NCL's Director and General manager of Integrated Research and Development Division Geryo Takeda took the stage to introduce us to the finer points of the hardware and to apologize for

"Unlike the common

philosophy of popularizing the hardware using games and then trying to dominate in other fields," Takeda said, taking an obvious jab at Sony's strategy with PlayStation 2, "Our goal is to create the ultimate bardware for playing games. The origin of the concept for Gamecube came from a reflection on ourselves. When we developed the N64, the thought was that software development for games would naturally become more difficult. This was interpreted as a kind of challenge to developers. But that

was not the case. The N64

definitely had far superior

capabilities in those days However, in order to utilize them. special adjustments had to be made and developers said that it was difficult to work with N64." "We view technology as a tool, used to create new

entertainment. The gameplay should receive the main spotlight," Takeda said. The gameplay didn't receive the main spotlight that night, though. All the demonstration videos we saw (see the following pages for screens) were only referred to as demos and not confirmed titles. We won't get to see any nearfinished games until E3 2001 in



yet complete. In a sense, the Game Boy Advance has combined the strengths of Super NES and Game Boy," Asada told the crowd. "evolving into the ultimate game machine."

So why do we have to wait until next year for GBA? It's all a matter of the continued popularity of the Game Boy Color, "The manufacturing capacity of 1.5 million Game Boy Colors a month will be increased to 2.5 million in December, but the number of GBC sales never seems to slow down," Asada told the crowd.

Europe, seem to continue. If the release of GBA was to be in this calendar year a sufficient number could not be made at its Bunch due to a shortage of materials."

especially in





the problems with the N64. ld to the finer points of Nintendo

#### Los Angeles

May 17-19. Mario's creator Shigeru Miyamoto did step forth to demonstrate some of the nuances of the system's unique controller and to present a short demo titled 'Mario 128' (that was meetly a tech demo.). "If I showed you software today that was earth-shittering, I may regret it if someone else uses the same idea. After all, there is some time before the machine's release." Mixamoto time before the machine's release." Mixamoto

told the crowd.

Game cube will be released in Japan In July 2001, with five (undetermined) software titles. Nintendo did not announce a price for the system. Matsushita's own Gamenoble (IVVD player, which was trumored canceled in the Japanese press before being once again reconfirmed by the company, will Jaunch simultaneously. Stateside samers will exceptioned the system when it is

N64-gotten?

The Miq. also seems domed to an uncertain fair, espoolally in Jogan Chough its games are still strong solient). Despite a handful of promising fidels from Microsoft and second parties (including Animal Forest, Tensaure-Sì na and Phailment, and Minglish Exico Dotta and Custom Robo V2—see Nisp provines for morely, the Miq. Silvery let his early see it is located per printy Jahr. Seem Microsoft officials admirtle that Generated will be a Challenge, Mirell Illinoly see a last of the Exposure games shown at Space World 2000 oblow up statestice in soor.

But enough depressing N64 talk—where's all the Gamecube and GBA info and games? Turn the page and find out what'll replace the PS2 in your just out-of-reach dreams.



















## "We view technology as a tool, used to create new entertainment. The gameplay should receive the main spotlight."

#### Game Boy Goes Mobile

The other big announcement at Space World was that of the Mobile GB System, an adapter that hooks the Game Boy (and Soon Game Boy Advance) up to a cellular or PHS phone. You can then browse the Net, read e-mail or play games over the Net (the first game confirmed to use the system is Pokémen Crystal, found in this issue's Previews section.

## Remember that DD thing? The 6400, released in Japan this past year, war

conspicuous by its absence from this year's show. Any future game releases for the system are now up in the air. Myamuto confirmed that the D0 version of Zelda is complete—but when and if it'll ever see a release in japan (much less the U.S.) is unknown.



Contracts Combas March

## **How The Gamecube Stacks Up**

## **Under The Hood** MPU ("Microprocessor Unit")

IBM Power PC "Gekko" Manufacturing Process: 0.18 microns Copper Wire Technology Clock Frequency: 405 MHz

CPU Capacity: 925 Dreips (Ohrystone 2.1) Internal Data Precision: 32-88 integer & 64-Bit Floating-point External Bus Bandwidth

1.66B/second(Peak) (12-Bit address, 64-Bit data buszoz, sMHz) Internal Cacher Lt: Instruction 32KB. Data 12KB (5 way), L2: 256KB (2 way)

System LSI "Flipper"

Manufacturing Process: 0.18 microns, NEC Embedded DRAM Process Clock Frequency: 202.5MHz Embedded Frame Suffer: Approx. 2MB Sustainable Latency: 5ns (sT-SRAM) Embedded Texture Cache: Approx. sMB Sustainable Latency: 50s (1T-SRAM) Texture Read Bandwidth:

12.BGB/second (Peak) Main Memory Sandwidth: 3,268/second (Beald)

Color, Z Suffen Each is 24 Bits image Processing Function: Fog. Subpixel Anti-aliasing, HW Light x8, Alpha Blending, Virtual Texture Design, Multitexture Mapping/Burng/Environment Mapping, MIPMAP, Stinear Fiftering, Realtime Texture Decompression (53TC), etc.

Sound Processors Special 16-Bit DSP instruction Memory: RKB RAM + RKR DOM

Data Memory: BKB RAM + 4KB ROM Clock Frequency: 101.25 MHz Maximum Number of Simultan Produced Sounds ADPCM: 64ch Sampling Frequency: 48KHz System Floating-point Arithmetic Capability: 13.0GFLOPS (Peak) (MPU. Geometry Engine, HW Lighting Total) Actual Display Capabilitys 6 million to 12 million polysons/second (Display capability assuming actual game with complexity model, texture, etc.)

System Main Memory: 24/AB Sustainable Latency: tons or lower (st-seam) A-Memory: 16MB (100MHz DRAW)

Disc Drive Constant Angular Velocity (CAV) System Average Access Time: 128ms Data Transfer Speed: 16Wbps to 25Mbps

























Digital Video Cabia broadcasting environment for

## Nintendo Saves the Best for Last

After the dazzling hardware introduction. Shizery followed with a demonstration of the Gameruhe's controller fahirh he was instrumental in designing) using a real-time demo running on the Gamecube chipset. As he performed and explained the functions, the ghost you see in the background at the right beiched out letters with each press of a button. The controller was designed with simplicity in mind-easy enough for a casual gamer to nick up and play without being intimidated by the number of buttons, yet with everything the experienced gamer will need to control more complex games with ease. Gone are the days of using "paks" to expand the controller-it already has the Rumble function built-in (no batteries required(). Mlyamoto stated that while the controller design you see here is close to how the finished product will look when the Gamecube goes on sale, it is not the final, complete version; there are still undisclosed features that Nintendo won't reveal until En to prevent the competition from "borrowing" the design.

Games will come on small, proprietary, 8 cmdiameter discs developed in conjunction with Matsushita. The discs hold 1.5 gigabytes of data, and Nintendo believes that this format will eventually become a standard. By comparison, you could put a game 100 times the size of Super Mario 64 on the disc, and it's pocketsized. Nintendo has also employed Matsushita's technology to protect the discs from being itlezally copied. The Gamecube Concept Book handed out after the demonstration mentions the possibility that this disc format may be used for future portable game machines. Another big chunk of Mivamoto's presentation stressed how easy Gamecube was to develop

for, in order to make creating games as easy as possible. Nintendo integrated 1T-RAM technology into the main memory and Graphics I SI Mixed Memory. This, along with









a secondary memory cache in the MPU removes bottlenecks developers ran into with the NAs. Mivamoto and other Nintendo representatives repeatedly acknowledged (and even apologized for) how difficult N64 development has been, and the Gamecube was designed from conception to address those shortcomings. Later in an interview with FGM. Nintendo of America VP of Marketing and Corporate Communications George Harrison confirmed that Nintendo was actively pursuing third parties for Gamecube development including big names like Namco, Capcom, Square and Enix, who either skipped the N64 or released only token games for it.

## Size Matters?

The Gamecube disc holds almost double the amount of data of a CD-ROM-1.5 GB compared to 650 MB. Definitely an advantage, but not quite the amount of space of a DVD-ROM







## The Gamecube controller finally exposed!

The L and R triggers are now analog, like the Dreamcast and

This next hasn't changed much on the N64's controller, except

of D-cad has been moved for games that'll use it. No. it does





A. B. X and Y bettens the idea here is that you can fee

Really a secondary analog or destinguishable from the rest



#### BIRD IS THE WOR Nintendo's wireless Gamecube

controller, Wavebird, can be played from a maximum distance of 10 meters. Up to four Wavebirds can be used on one system simultaneously.



## Editor's Note: The images on the next three pages are dem **Luigi's Mansion**

Officially titled Lurgi's Mansion, in this demo we see the other Super Merio brother dodging ghosts and a falling chanceses, mis is process, and indication of stuff we'll be seeing next year.







#### The images at right are from video footage presented only during the private showing of the Gamecube the day before Space World opened. This sequence of Luigi being revealed inside the mansion was particularly cool—it sent a shiver down our spines.





**Super Mario 128** Besides Miyamoto's controller demo, the only other live, real-time demonstration of the Gamecube's













Recognize this man? It's none

other than Yuji Naka, Sonic Team's fearless leader, scopin' out the competition's latest hardware. Or does he have other ideas?



## Metroid

the Gamecube demo reel, seen here running from a horde of nasty critters.















### **Meowth's Party** First seen at the end of the Pokemon cartoon on Kids WBL this sequence of prancin' and

dancin' Pokémon was rendered using the exact same polygon models from Pokémon Stadium. Here we see it running in real time on the Gamecube hardware.













## **Legend of Zelda**





















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Wave Race domo featured amazingly registic wares reflections and Dolphins diving out of the way







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## Game Bov Finally Advances

It may not come through as clearly on these neres, but the GRA is one tiny same system. It's about the same size as a GRC, held horizontally instead of vertically, and much thinner feasily stored in a pocket), but with a larger screen. Two holes on either side of the Link Cable port at the top of the system are for peripherals to "lock" on (including lights, magnifying covers, etc.) that will be designed for the system later. There is no infrared communications port on the GBA, and no



claims is to extend battery life; we say look for GBA

In other battery news, Nintendo will release a Battery Pak and Charger for the system that gives so hours of GBA play time with a two-hour charge The system's graphics are very close to that of the Super NES, 16-Bit classics like Mario Kart and F-Zero are already being developed for the system, with truckloads more on the way. Unfortunately, we didn't get a glimpse of any Game Boy or Game Boy Color games running or the system to see how the backward compatibility works. We've heard two different stories: One that regular GRC screens are "stretched" to fit the GRA screen (which seems rather odd), and another that black or colored bars fill the sides of the screen, limiting it to regular GBC resolution. Check out the next few pages for all the names we know of so far fonly a select few were playable at the show) and stay tuned for more as the GBA







release approaches.





## **GBA By The Numbers**

LCD: Reflective TET Color LCD Screen Size: 40.8mm x 61.2mm Resolution: 240 x 160 dots Display Capability: 32,000 colors

CPU: 32-Bit RISC-CPU + B-Bit CISC-CPU Memory: 32 Kbyte WRAM + o6 Kbyte VRAM (in CPU) 256 Kbyte WRAM (external of CPU) Sound: Speaker, Headphone Terminal Communication Function: Multiplay by up to

four people possible with Game Boy Advance Communication Cable Power Supply: 2 AA Alkaline Batteries or special

Battery Pak Battery Life: 2 AA Alkaline Batteries: Approx. 15

Battery Paks Approx. so hours Power Consumption: Approx. o.6W Main Unit Weight: Approx. 1400 Game Pak: Max. of as6Mbits/Game Boy Advance Only) Compatible with Game Roy/Game Roy Color and Game Boy Advance Game Paks

Forecasted Prices 9,Boo yen (approx. \$90) Estimated date of sale: Japan: March 21, 2005 U.S. and Europe: July, 2001

## **4 From the Start**

The GBA Communication Cable allows for four-player action right out of the box. Plus, you can play a four-player game like Mario Kart Advance with just one copy of the me - which wasn't possible before wit





## Golden Sun

BPG firms who still remember the Genedis class and the Stalking Force series should sprites and looks sD, the buttles actually employ a cool pseudo-gD effect—the angle what around from your party's to the enemies' perspective, depending on who is when around from your purry's to the element perspective, observing an arroin or attacking The music sounded great, and the only graphics give us more faith in the GBA-one of the best games on display and definitely one to look forward to











Mario Kirt and the Miss version in terres. of graphics, and identical to both in terms of gameping Mano Kart Advance it out on the Made 7-style recetrack. Easily the best of Nintende's GBA titles. so far, and still only 50% complete.



## Kuru Kuru Kuru Rin

Remember that PlayStation game limiting Stick? No? Well, this is sort of like that, some tight spots. Touch a well and you'll bege to lose energy, but three are areas in each stage where you can take a moment to refill your tife. A fair little puzzle pame by Mintendo (60% complete), but nothing that really uses the 68AS power











## Napoleon

French secretal and emperation the early soft century. Your ultimate soal is to take over Europe—to do this you've got to uphold your soldiers' willingness to fight by individual soldiers or put them under the watch of your commanders. They will give you advice and regular reports on how their uses are faring in battle





## **Advance Word**

We have no info and only one they nicture of each of those names, but they were just too good not to pass alone.



especially Castlevania and F-Zerol. Castlevania: Circle



of the Moon Dokapon



- Asmik Ace



Fire Emblem - Nintendo



F-Zero Advance - Nintendo



**Game Boy Wars** Advance - Nintendo **Golf Master** - Konami



Monster Breed - Konami



**Tactics Ogre** - Nintendo



- MTO





## Third-Party GBA Titles



Parodius, Goernor, Twinbee and Metal Gear games (among others) in this racing/bettle title Wacky Racing looked and played just like Marie Kart Advance, from the Mode 7 tracks to the

Silant Hill - Kenami If you're expecting a carbon copy of the disapported. Silent Hill for the GBA is an

over still screens, where you choose between Reckman EXX - Copcom Capcom bernes Mens Man Rapwo as Rockman

platformer formula, Instead, you're a boy who wruses constructed by Dr. Wilv Basicaths you

move up and down on three phones, shooting enemies who appear on each of them, at the show, it was more RPG than action game. and it rower to need a lot of work if its going to

shoulder buttons for jumping into power slides

Gear Splid level, which had lots of crate

obstacles and a rice variation on the famous

different actions at oracial points—leads like

the old Twist A Plot books. Small bits of FWV. however, were right from the PS game, and

were especially impressive to see or the small. screen land on a carthdee's Still, not what w

MIGS there song). Cool, but another cart most

The number of Game Boy Advance demo units Nintendo had on display at Space World 2000.

WHOLE LOTTA LOVE





## **Game Boy Goes Mobile**





Using the MoDIA Abspace Gib, you can use a Prick or callular phase to connect to the interest and the prick of the prick









That's right, the trademark "Sexal" scream that ended all of the company's commercials back in the glory days of the Genesis. (and lasted a bit into that whole Saturn mess) is back in a new series of ads that started running Sept. 7 during MTV's Video Music Awards. All we can say is it's about frickin' time. Secal.

## **Sega's Game Plan**

The Price Dron. The New Games. The New Attitude.

th Nintendo finally making noise at Space World, Sony about to launch its PlayStation 2, and Microsoft charming its way into the console biz. Sega is busy reminding the world that its Dreamcast is kicking off a gaming revolution. "That box there doesn't have a modem," Charlie Bellfield, Sega of America's director of communications, told us while pointing at the PlayStation 2. "Xhox doesn't have a modern Sega is an online-entertainment company, and our focus is giving you great online content." By the time you read this, you may have already tried Sega's first potential online killer. app: NFL 2Ks, which hit Sept. 7, the same day

SegaNet went live (check back next month for a full review of NFL 2Ks and SegaNet). But what's next? We asked Bellfield what Sega has up its sleeve for the rest of the year and heward

#### . What first-party online games hit next? Quake III Arena, which arrives in stores Oct.

so., will be the next big game to hit SegaNet. followed by NBA 2K1 on Oct. 31. Next up is Phantasy Star in January 2001. Shortly after, we'll get 18 Wheeler American Pro Trucker (you read right -this will be a network title). followed by Outtrieger in March 2001 or so. And we haven't even mentioned all the thirdparty online games - such as Unreal Tournament -that'll hit this year. Beilfield sald to expect at least a dozen first- and third-party network games by the end of this year.

. And what about that mouse for Quake III Arena? This handy eizmo launches a few days before Ollt in October

. When can we use the microphone for more just than jibber-jabbering with Seaman? Apparently by this Christmas, you'll

be able to use the mike for voice-to-voice communication over the Internet with other SegaNet users (kinda like an Internet phone). And Visual Concepts is hoping to include voice chat in next year's NFL 2K2.

. When do we get the LAN/Ethernet adapter? Bellfield said this peripheral-which snaps into the same slot used by the modern



now-will arrive here this fall. Seea is working with Genuity (formerly GTF Internetworking) to ready a broadband DSL connection to SegaNet, If you already have a cable or other broadband connection for your PC, you can Simply upplied the ethernet plug from your computer (or run a cable from your ethernet hub, if you have one) and snap it into the LAN/Ethernet adapter, which will autodetect

· What about those wonderful toys—the camera and MP3-playing VMU? Unfortunately. Sega has no firm release info-

on these gadgets, other than to say expect them within the next six months. The Dreamcast Camera (which was just released in Japan as the Dreameye) will act as a standalone digital camera or provide full-motion video when hooked to the Dreamcast, The

## "Sega is an online-entertainment company. our focus is giving you great online content.

your connection and begin working immediately. Quake III Arena will be the first game to support the adapter (NFL aKs lacks the necessary drivers). Bellfield asserted we can expect speed-required content such as streaming video in Sega online titles once broadband becomes more commonolace.

Oh, and the LAN/Ethernet adapter can also be used to create a local-area network between several Dreamcasts. Start greating up for your LAN party now.

. And the ZIP drive? It's set for a winter release, not long after the ethernet adapter.

camera will reportedly be redesigned for the ILS market The MPs VMII on the other hand, has been

> scratched altogether, Instead, Sega will release a USB adapter for the DC controller port, letting you jack in whatever MP3 player you want. "The costs of bringing a unique VMU player, although competitive a year ago. isn't anymore," Bellfield told us, "VMU players have really dropped in price. We'll leave the manufacturing up to the Diamonds and Creative Labs out there."

## Sega's New Deal

We all knew it was coming, and it finally happened on August 31-Sega dropped the Dreamcast's price to \$160. So what does that mean for the \$200 rebate program Sega planned for SegaNet subscribers? Simple: Sign up for SegaNet now and get a rebate check for \$150 (shipped to you with a free keyboard) instead of the original Spon that Sega announced months before the price drop.

But before you begin accusing Sega of being cheapskates, bear in mind that Sega has changed the

terms of the rebate deal, too. Now, you only need to sign up for an 18-month commitment to SegaNet to get the rebate instead of the original term of two years. And Sega is also offering a 50-hour free trial of the SegaNet service. All you gotta do is buy NFL 2K1 or Quake III Arena to take advantage of the offer (it's included with these games), "Seea's job is to remove any barriers for you the gamer to go online and sign up for the service and play great games," Bellfield said.



## Oh, and About Those Man-Ass Ads...



After getting piles of angry letters from gamers and parents, we had to ask: What's the deal with Seea's Virtue Tennis ad? (You know, the one with the fat naked guys hanging out in a posh locker room.) "Tennis can be fun for anybody." Bellfield said in defense of the ad, which is also churning up plenty of ire in Internet newsgroups. "That ad was poking fun and pointing the finger at the country-club set who believe they are the purveyor of tennis. But our ads are not about being irreverent to the point where we have no connection with the same. Our ads are about really standing out in a crowded space in the press."

## **Xbox: Microsoft Secures Developers**

If you thought making the decision between DC and PS2 was tough this year, just wait until 2001. By this time next year we'll be sizing up. the Gamecube and Xbox launches. To stay fresh in everyone's mind. Microsoft announced a list of 17 second-party developers (spread between console and PC veterans) working on Xbox projects to be released under Microsoft's label.

Announcements regarding languages developers could come as soon as the full

Tokyo Game Show in late September. We've also confirmed that the design of the



console is finished and ready to an. Hints have been dropped that it'll be in line with the PS2's look-more stereo component than video same machine-and that the controller may sport expansion slots similar to that of the DC

- Microsoft Second-Party Developers
  - \* Lionhead Satellites \* Universal Interactive Studios
  - \* Stormfront Studios \* Kodiak Interactive Software Studios, Inc. \* Totally Games
  - \* Rainbow Studios \* Artificial Mind and Movemen
  - \* Boss Game Studios \* Climax Development, Ltd. \* Digital Illusions
- \* High Voltage Software \* KnowWonder Digital Media Works \* Pipeworks Software, Inc.
- \* Pseudo Interactive, Inc. \* Tremor Entertainment
- \* VRs Entertainment (Circadence Corp.)







CHAINSAWS, BOOMSTICKS, AND DEADITES, OH MY!

SLICE AND DICE THE UNDEAD WITH A WEAPON IN EACH HAND.

FIGHT EVIL ACROSS THE SPANS OF TIME: FROM THE INFAMOUS CABIN TO ANCIENT DAMASCUS.

BEST OF ALL ...
BRUCE CAMPBELL AS ASH!







Screenshots from Sega Dreamcast













#### ALL LINED UI

On August 26, Dragon Quest fans all over Japan lined up to buy the seventh game in the series (this time for PlayStation). Sales the first day reportedly totalled 1.8 million units Enix expects to ship over 4 million in Japan.

#### IMPORT CALENDAR

## Onimusha



import Pick of the Manth: Onimusha Capcom brings its survival horror universe to the PS2 in this new adventure game loosely based on historical characters and events. The polygonal characters and prerendered backgrounds look a lot like Resident Evil, but Capcom promises that the gameplay will hold some surprises.

#### Kamurai, Namco (RPG) 10/26 Fist of the North Star, Bandai (Action)

PlayStation 2 10/12 MotoGP, Namco (Racing) Onimusha, Capcom (Adventure)

11/15 Silent Scope, Konami (Action)

10/10

Eternal Arcadia, Sega (RPG) 10/5 Eternal Arcadria Limited Box. Sega (RPG) 1B Wheeler, Sega (Racing) Napple Tale, Sega (Action/RPG) Sega Marine Fishing, Sega 10/12

10/19 10/26 Sega Tetris, Sega (Puzzle) Oct. Silent Scope, Konami (Action)

Sin and Punishment, Nintendo

(Action) 11/27 Viewpoint 2064, Sammy (Shooter) Nov Custom Robo V2, Nintendo

Game Box

Daikatana, Kemco(Action/RPG) Phantom Zonar, Nintendo (RPG) Dance Dance Revolution GRo. Konami (Music) Mario Tennis, Nintendo (Sports)

\*Schedule subject to change without notice. Consult your local import game store for the latest release information.

## **WonderSwan Color Takes Flight**

Nintendo wasn't the only company showing off a new handheld in Japan this month, Just as we closed this issue, Bandai revealed the WonderSwan Color, an uperaded version of their popular black-and-white WonderSwan handheld. This new color-enabled version of the hardware (which is backward compatible with all original WonderSwan games) is capable of 241 colors on screen from a palette of 4006, all at a 224x114 pixel resolution. It will be powered by one AA battery, which Bandai claims will last for 20 hours of play. Most exciting of all, reports (unconfirmed as we go to press) are coming in that the WSC is definitely coming to the U.S. It will be available in five different colors when it goes on sale this December in Japan for ¥6800 (about \$6¢).

The original WonderSwan has been a relative success across the Pacific, where its tiny size (about 5" x 3"), light weight (95



(Beatmania, Super Robot Wars, Chocobo's Mysterious Dungeon) helped it capture a

grams), low price (about \$45) and big games respectable chunk of the handheld market (but still a distant second to the Game Boy) Almost exactly the same size and shape as the original, and launching well before the Game Boy Advance, the WonderSwan Color would seem to have a good chance at success there as well. Square is working on upgraded versions of Final Fantasy I, II and III (with other FF games up to part VI planned). Bandal also showed a USB cable for the WSC, which will allow it to connect to cell phones, PCs and the PS2. Look for more on the WonderSwan Color and any U.S. launch details next issue.

## Tidbits...

Square to Continue Going Hollywood Square and Columbia Pictures are planning to jointly produce three more computergenerated movies following the release of Final Fantasy: The Movie in 2001, Square's

U.S. unit will produce the CG films and use the technology implemented in the uncoming FF movie. In other movie news, the third Pokemon flick-based on the Gold and Silver sames - will hit the U.S. in spring 200s LucasArts Makes Nice With THQ

LucasArts inked a deal that grants THO

worldwide rights to publish games based on Indiana Jones and Star Wars for the Game Boy Color and Game Roy Advance Ohi-Wan's Adventures, due in fall 2000, and Indiana Jones and the Infernal Machine, due in spring 2001, will be the first two LucasArts-developed games that THO will publish on the GRC Four Game Boy Advance titles will follow.

i Choose You, C:/Windows! As if it hadn't inflitrated every facet of

everyday life. Pokémon will now take over your hard drive. The Plkachu virus will appear in the form of an executable file with a Pikachu icon. When opened, it re-instructs your autoexec bat

restarting, so if you happen to "catch it." check your autoexec to make sure it hasn't been modified before you shut down. Pad Pad Revolution

Tired of having to use those weak third. party pads to play Dance Dance Revolution at

home? Konamistyle, Konami's online store fwww.konamistyle.com) is polling interest on whether they should produce an arcade replica had for use at home. Fifty-five pounds of stainless steel and LEDs, the unit will be available online and in retail stores if response is positive. At \$1 Roo a non, we'll see who the real hardcore dancers are! Konami has confirmed that its mega-popular (in Japan anyway) Dance Dance Revolution PlayStation game is headed to the states in January.

Raymanbow Six? Red Storm, producers of Tom Clancy's

Rainbow Six and Rogue Spear games, was acquired by Ubi Soft (Rayman, Evolution 2) earlier this fall. Ubi Soft explains the acquisition as an important step in becoming "one of the world's top five publishers." The company hopes its association with Red Storm will broaden its capabilities and increase its presence in the U.S. market.





For icy cool breath that lasts. Winterfresh

## CHOOSE YOUR JEDI



With the power of the Force and your trusty Jedi lightsaber, you must deflect, defeat and destroy legions of Trade Federation droids, Sith assassins, alien creatures and ultimately, Darth Maul himself! The Jedi are now coming to Sega Dreamcast to take advantage of its power and offer some new surprises! Find out more at http://jedipowerhattles.lucasarts.com







NEW FOR SEGA DREAMCAST











A long time ago in a galaxy far, far away...

# TOTAL CARNAGE!



DENOLUTION
The Carnage Begins November 2000











## **Ouartermann - Game Gossin & Speculation**

owzers, 6ot me a spread in the magazine this month—yee hawi You know what that means, don't you? An overflowing bowt of industry rumor and dish, baby. So let's just so ahead and iump into it. eh?

"Remember a few meeths ago when yours rolly said that Mether 3 had been put on the OA. Bis? Well it's finally been confirmed to the said of the said o

...Oh how the Q loves the Daytona. I remember hearing of a Daytona 2 DC port a long time ago, but only recently has it come to fruition. A playable version's now ready, but apparently there's a slight problem. Seems that Seea

doesn't have the Daytona license (the arcade game was co-published by EA). So they've been chicking around with publishers of other Daytona games (either Hasbor or Sierra—EA already said no) to see if they will do the game. At ECTS, Sega was showing a video of Daytona Online so you know we'll see it soon...

... Teejan 8 Earl, once buddil The fine proops of virtual Concepts an own helping the original fundsy due make a tilemphate return to game screen everywhere. It She been a long time, boys, But the game is indeed headed to Demonstral and we should start series in Commonstral original to the state of the control of the co

Now that Gamerube has been announced

and those little demos shown, you've gotta wonder, which ones are actually going to turn into real games, sepecially the one we've all been waiting for—Metroid ("droot"...someone get me a bibli). Somen that Samus' next adventure will come out of the Lone Star Zete downture will come out of the Lone Star Zete (I will be the star Zete come all it Company we like to call Retro. Let's just shope those boys know how to do Metroid justice. Medal of Nemey PS2?

...The Xbex release is getting closer and there still haven't been any amountements about playaness developers. The Q-meister's beginning to thirk that mapon its bean a tooy, and getting developers across the P-meister's beginning to thirk that mapon its bean a tooy, and getting developers across the P-meisting of the U.S. Claud's Developers a core. In peaching of the U.S. Claud's Developers a core. In peaching of the U.S. Claud's parameter in the U.S. Claud's parameter in the Xbex is parameter. On the Work I want to the You have been a Court adventure for the Xbex is such. But will, I hought I also was deed. Speakling of the box

Awwwwww.veah...



at Eldos, seems they just may've been victorious in spatching future Tokyo Extreme Racer games away from Crave Entertainment after TXR2. And the series' next move is to PS2...

Souro the Dragon is being freed from his PlayStation shackles in 2002. Due to a deal struck between Universal and Havas Interactive, the III' dragon pai will land on Xbox,

Ps2 and Game Boy Advance - among other platforms yet to be named (can you say, Gamecube?). Well sorry to rain on your parade, boys, but if the fine folks at Insomniac aren't designing Spyro 4, will it really be any good? Ready the award for "the most pimping of a video game franchise..."

... Infogrames has absorbed another company! Mattel is the latest to be bought, but it hasn't been formally announced yet...

... Electronic Arts is working on an Uitima

Online-derivative title for PSa. Since the eame'll be ready before the broadband strategy for PS2 is in place. It'll come with a 46k USB modem in the box...Hmm, the PS2 is becoming quite the home for online RPGs. Everquest, the other major notine RPG is definitely PSa-

bound ...

...LucasArts' next Star Wars: Shadows of the Empire game which was shown as a Gamecube demo will also be coming to PS2 and Xbox. Ah. it's good to hear that finally game consoles have reached a point where they can more accurately depict the Star Wars universe we've become so accustomed to all these years...Wonder what kinds of games will accompany the release of Folsode II

...Man oh man. This fil' tidbit is one the O saved for last this month (Still reading? Good ) Polyphony Digital is still hard at work on GT2000, but lead designer Kazunori Yamauchi is already looking towards the future. In GT's

(the official "sequel" to GT2) instead of buying cars off the CD when you've earned credits-vou'll be buying them off of the official GT's Web site. Yamauchi's plan for the series eventually is to get every car ever made into the game (yeouch, big plans!), and that can only be done by offering the cars online...

Next month I'll have more straight from the floor of TGS...wait a or Sega?



## BLOW YOUR OWN BUBBLE."



Download my screensaver and watch me blow 'em away. st waddle over to CANDYSTAND.com

## The Ton 20 Best-Selling Games of July, 2000

## 1 - Kirby 64

Nintendo's little pink blob hits the charts and shoots straight to the top this month, proving that N64 owners know a good game when they see one. It's exciting to see a Nintendo game in the top five that isn't starring Pokémon!

Pokémon Yellow

Pikachu and company may have lost the top spot, but you can bet that they aren't far away Nintendo's franchise holds strong at number two, with the release of Gold & Silver (and Crystal in 2001) just on the horizon.

3 - Tony Hawk's Pro Skater



Activision's top skater might get pushed off the chart by its own sequel. Then again, if they drop the price, this one could be around for a while. Either way. expect to see Tony here again soon with a "2" in the title.

4 - World Series 2K1

Seems lots of people ignored our esteemed sports guys on Sega's new baseball game, then again we don't get numbers on how many were eventually returned. Nice to see a Dreamcast title crack the top

NEW 3.0 5.0

five-too bad it's such a turd. okémon Trading Card



Legend of Dragoon

SORV CEA Spec Dos Take 2 Interactive

Perfect Bark Mintendo

GT Interaction

Pokémon Blue

Kintendo

Trading cards on the Game Boyl Nintendo could sell loads of just about anything with the Pokemon name on it, but this Game Boy Color rendition of the popular card game is actually quite good...if you're into that sort of stuff. Freak

2 8.5 4.5

NEW

3

9.0 7.5

8.0 6.0

8.0 6.0

4

9.0

8.5

9.0 12

erio Tennis 64 in Sennoku Muses 50 Sundam Generation-F

19 Pokémon Stadium

20 Syphon Filter

Marie Steru

P. Yu-Gi-Eh Duel Monsters III

JAPAN TOP 10



Weekly Familiau, week ending 8/15/2000

11 Pokémon Red Star Wars Enisode L Racer LucasArts 13 WWFSmackDown! 14 Super Mario Bros. Deluxe 15 Tony Hawk's Pro Skater

16 Wario Land 3 Tekken 3 Suphon Filter 2 13 989 Studios

11

16 Source: NPO TESTS Video Games Service, Call Many Ann Porrect at (556) 625-2345 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

Con't call it a complack! Mario with Marie Story (Paper Mane) here) and Many Tennes.



FFIX may not be on too, but it's still seding strong impressive since we figured everybody who wanted it already bought it in its a million+ opening week of sales.



































www.ebworld.com Call I-800-800-0032 to place your order



























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## Coming Soon - November 2000

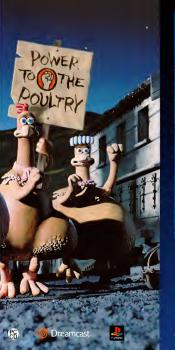
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in this 3D action obventure, it's up to you to load Ginger, Rocks and their feathered commodes in an attempt to escape Farmer Freech's decody pie-making operation. Using stealthy, strategic moves rather than pure firepower, you'll sneak around the farm collecting you took of escape while avoiding the crit farmers and their bloodthirsy dogs. What are you, dicken!

CHICKEN PILIN



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# "THE BEST FIRST-PERSON SHOOTER



OF ALL TIME..."

Official Sega Dreamcast Magazine

Just another day at the office. Or so you thought...until your experiment blew up in your face. Now, with aliens coming through the walls and a military death squad killing everything in site, you're scrambling to stay alive. Half-Life combines great storytelling with intense action and advanced technology to create what many consider to be the greatest action game experience of all time.

Plus, here for the first time is an entirely new Half-Life mission created exclusively for the Dreamcast - Blue Shift! In this huge new campaign, you take command of a security guard at the Black Mesa research facility and battle your way through the chaos of an alien invasion.



Huge new mission, Half-Life: Blue Shift - designed just for the Dreamcast!



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### **Previews**

### This Month in Previews ith all the excitement

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around the PS2 launch and the unveiling of the Gamecube, it might be easy to miss something here, now, right under our noses-the Dreamcast, The third(?) generation of BC software is upon us, and plenty more killer games on the way in the next few months: Jet Grind Radio, Quake III, NFL 2Ks, Phantasy Star Online, the list goes on. This issue we have what looks to be the first truly great DC RPG in Grandia. II. And out of left field came Test Drive Le Mans, which quite frankly blew everyone at the office away. We weren't expecting more than a port of the PS game - needless to say we have a whole new respect for Infogrames. The graphics in Xtreme Sports really

suprised us as well; It seems the European third parties in particular are dedicated to the Sega system. something we'd like to see more of here in our own country As everyone—gamers and developers alike -- waits for the PS2. and now Gamecube and X-Box, Sega seems caught in the awkward

transition period. They sold a lot of



know the holiday season is key. Titles like Grandia II (page 70) will lead the charge in what could be the DC's last stand. units by being the first out of the gate

(2 million installed users is nothing to sneeze at), but now comes the true test-once the mass market sees the PS2, will they decide the DC is still worth it? Or do Gamecube and Xbox look good enough to wait for?

With all these great games, the price drop and SegaNet finally going live this month, Sega seems to be doing all they can. The question is, will it be enough? This holiday season will be the answer. We've got a soft spot for Sega. the scrappy underdox, but may the best system (and games) win. 🚓

1. Sin and Punishment

2. Grandia II 3. Wipeout Fusion

4. Alone in the Dark 5. Test Drive Le Mans

**TOP 5 Preview Picks** 

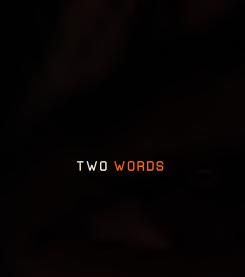
Nintendo 64, October | • | Dreamcast, December PlayStation 2, Q2 2001 Game Boy Color, 01 2001 Dreamcast, November

When Doves Cry

The loss of SNK's NegeGeo Pocket Color in the U.S. market has hit some of the EGM staff pretty hard. Especially Mark MacDonald, who's refused to come out of his room since issue #174. Every time one of us tries to coax him out using old Scorpions albums or promises of a nifty new 2iff Davis Tshirt, he simply cries out, "Bullstuff?" Then the relentless sobbling resumes. But we've got a new plan. We've devoted a section of Previews to the NGPC, and we hereby dedicate it to Mark (the big baby). All the stuff you see on page 172 is out now and should be available through most import shops (or at astronomically high prices on ebey). Hopefully this plan works. Mark's apartment is starting to stink something fierce since his cat has had the run of the place for a couple months now. We'll be sure to keep you all posted.

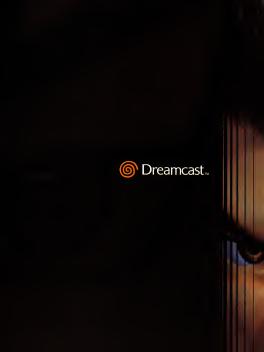
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### Grandia II



1 RPG 100% (Japan) Now (Japan) Granda (PlayStation)

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incredible graphics.

The last With the DC's current performance in Japan, how many more games like this will we get?

The last Community Maren's eating habits.



As you're probably already well aware, the first Grandia came out for the Saturn originally in Japan, and then was quickly ported over to the PlayStation- which was the only form of the same we received over here. Even though the first time we'll see Grandia II in America will be on a Sega system, don't be surprised if it shows up a year or so later on a certain new Sony machine. When asked if Grandia II would be ported over to other systems producer Mivaii turned to

Saito-San, the game's director and gave the comic answer of, "Actually we both have differing opinions on this. We're going to go back to Polyo to decide by rock, paper, scisocs." Sounds like an important game, but we've got a feeting that whoever wins, we'll still see a PlayStation 2 westion of Grandia II in the





The dangeons are designed like the ones in the original-beasts walk around and the battles begin when you touch them...



PG fans have had a rough year with the Dreamcast, Sure, Evolution and its sequel were fan, and EGG could be considered enjoyable is long a syou didn't mind the visuals, but othis lilver and Tima Stalaves list consoliding to be delived. Of course, despire all these garnes having role playing elements, none of these garnes having role playing elements, none of properties and the properties of properties and the properties of properties of the properties of properties of properties of the properties of properties properties of properties properties of properties properties

ever...Grandia 11. In spite of what the name might imply, Grandia II isn't a true follow-up to the previous game. You won't see Justin or Sue, and the world they Inhabited has been totally forgotten, instead, Grandia II introduces us to a whole new slew of characters and locations while retaining a look and feel similar to the first game, much like every Final Fantasy sequel. But art style and gameplay systems aren't all that link these two titles together. "The final message of the Grandia series is that humanity is good-that's the common theme between the two games," explains Mr. Takeshi Miyaji, producer for Grandia II. Another similarity between the two titles is the feeling of a world divided-the first Grandla. had a great wall that separated the main continent.



Canna Act PRCs have always been applicated for their storage story lines and rich character development, a tradition that began with the original transmission and the first Grandia, but this latest still being a south or the complete tharm and has continued through both its sequel and the first Grandia, but this latest still bright stees elements to a whole new level. Thankfully, though, while bull 5 off is putting an incredible amount of low kin not be localization, they promise to keep the game as slithful to the original (pageness release as possible—meanmille sidestspaping the problems that hindered the original Cannache Stampact when Sony released original Cannache Stampact when Sony released

If you objusted Grandia, you know what we've tables about. There for problems that everyone had with the original game were with its pondy translated single and horride voice desting, both of which US Sot zer working to insure won'the on issue with the sequel. A Reem of talented weithers are spending menths to smooth never the test, but even more impressive to smooth more than the powher of the work going into this speaking robes. "We have already arranged the voiceover auclia direction, courtery of voice detector Kris Zimmerman, who worked on Metall Giers Solid," confirmed John Chowner, US to Shir marketing manager for













Grandia II, "We're very confident that this title is in the best hands it could be." There's been no word on exactly who will be offering their voice talents to the same, but we've been told there will be a few recognizable names in the bunch - perhaps some of the same voice actors from MGS.

A more serious cast of voice talent would fit perfectly with Grandia II's new story line focus. Unlike the first game, which was based on lighthearted adventure, the sequel is taking things to a slightly darker level. "There is some evilness in Grandia II that only adults can understandinhumane cruelty, or emotional cruelty, which might not be as evident to children." Explained the game's director, Katsunori Salto, This Isn't to say Grandia II won't have its simplistic fun moments, and the overall mood of the game is pretty light, but expect much more somber undertones to be littered throughout.

You play the role of Ryudo, a young man who's considered one of the best monster hunters in the land. There's a great evil slowly enveloping this once peaceful world, hinting that the great war between the ultimate forces of light and darkness that nearly tore the planet apart years ago (hence the giant gorge in the earth) might have only been a foreshadow of the true battle to come - a battle that could begin at any moment. It seems the god of darkness. Valmar, is returning, and Granas, his counterpart on the side of light is nowhere to be found. As Ryudo you'll search across the globe. gathering friends and discovering dark secrets, eventually coming to terms with what's happenine around you and what you must do to combat the oncoming menace.

The strong story line won't be your only incentive Chaotic action, beautiful spell effects, and full-metion video clips saturate the intense bettle scenes.

engine that looks to be second to none; there are towns we visited in the import version that were literally jaw-droppingly gorgeous. The texture quality easily makes Grandia II one of the bestlooking RPGs ever, just look at the screenshots. However, what these pictures don't display is the silky-smooth framerate, fluid animation and the small details you'll experience while playing - like the way the main hub of a town will slowly fade into mist in the background as you climb a nearby hijl. And then there's the battles; think of the confrontations in the first Grandia with way better graphics (wait until you see some of the FMVinfused spell effects) and much more strategic

gameplay. Many people considered Grandia to be the Saturn's "Final Fantasy" when it was first released in lapan, and the comparison is being made once again with the Dreamcast and Grandia II. Will it be able to live up to this lofty claim? Better yet, will Dreamcast fans finally be able to own an PPG they can be proud of? Hopefully we'll have the answer in time for the holidays. 🚓



### LINEAR SAMEPLAY

### No Alternative



in the original Grandia was

the super linear gameplay. Very rarely was there a time you could venture off the eaten path and explore alternate areas-a feature that unfortunately carries over to the sequel. Yes, it could be arrued that Grandia releases are storybased games, and giving players the opportunity to go off and explore on their own would disrupt the flow. But, at the same time, It sucks to have a game look this good and be stuck on a flat overworld map-one that you can't even control a character on. How it works is every time you complete a quest in a town or dungeo the map often displays one new area you can click on. and then you instantly travel to it. There is little in the way of optional dungeons towns, or even mini-games of any kind. Grandia II, like the first release, doesn't try to keep gamers interested by offering extras of any kind, instead the game just esents a compelling story (along with some nifty graphics). Hopefully that





will be enough for today's

RPG fans.





LIKE A HAWK head over to the Birdhouse (www.b-house.com) and grab a To-

**Tony Hawk's** 

### Pro Skater 2

Activision must have liked the ob Treyarch did on the first THPS port, because they're back developing the DC version of Tony Hawk 2 for a November release. Like the first game, THPS2 doesn't promise anything new over the PS version as far as gameplay is concerned, but who cares? The game already rocks, why mess with perfection? We'll be plenty happy with the kick-ass graphics only Sega's system can deliver.











### Jedi Power Battles

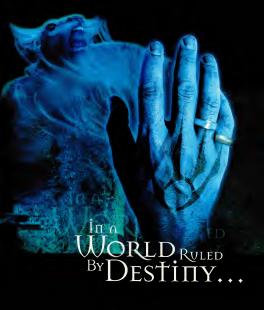
LucasArts' second Dreamtast game is more an upgrade than a straight port of the PlayStation action/fighting title ledi Power Battles. Yes, it certainly looks better than the original version - LucasArts actually went in and replaced every texture, but the changes don't end there. Dreamcast owners will be able to enjoy an exclusive one-on-one fighting mode, new characters (Ki-Adi Mundi and the Battle Droid are unlockable), Darth Maul with a double-bladed saber, and, with the keyboard plugged into the system, you'll be able to go in and actually modify the game (assuming you have rudimentary skills in BASIC). We gave Ki-Adi Mundi a flower petal for a head, shrank him down to a few inches tall, and then drew colorful lines across the screen. Nifty! Look for the latest version of Jedi Power Battles this fall.

















PlayStation<sub>®</sub>2















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## Saviors Can BEL DES ROYERS

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news sumbounce on









### SCAREDY CAT

You may be alone in the dark, but are you afraid of the dark? If so, then you have lypophebis, you chickes. But there are people who have it worse than you. There are all kinds of phobias. See what frasks you out at http://www.sonanosus.com/shabis/ilst.html

### Alone in the Dark: The New Nightmare

Infogrames has been working on this one for a while now (we first saw it at E<sub>2</sub> two years ago), but all that time in development seems to be paying off. While the Par@sztdom version is quale impressive in its own right, the DC celdion of ARD is absolutely stuming, which there are not accordance. The DC better indicated VRAM allows to super hime background without the defining found in the PS version. The DC version also provides real-time shadows, better lighting effects, and detailed character models with over three times as many polypops as the PS garm. Develope Drawbarks is putting the scores on this one for a finit-quarter area release.









### Unreal Tournament

You can't blame infegrames for seeing the imminent release of Quake III on the Dreamcast, complete with SegaNet support, and asking, "What the hell are we sitting on Unreal Tournament for?" Keeping in mind how much the French publisher seems to like supporting the Seea powerhouse it's not surprising that they've decided to bring their Quake-killer to the Dreamcast, complete with eightway Internet play for two-player split-screen if you're too cheap to hook up to the Web). That's right, now the two arena-based first-person shooters that took the PC gaming world by storm are coming home to the Dreamcast, which should make Sega fans very happy considering that future PS2 owners will only be able to play Unreal Tournament on a four-way split-screen. Yuck! While the version we played was very early and fairly sluggish (developer Secret Level is concentrating on faithfully porting over all the code before tweaking the framerate and Internet-compatibility), the Dreamcast's PC-styled guts should make the conversion a relatively painless one. Don't let the screens on this page fool you, we're sure by the time this game comes to market It'll look just as good as the PC version, maybe even better. Thirty-five maps to play on, so different weapons, spectatorcams, advanced bot Al and improved HUDs all in the rumored lag-free environment of SegaNet-Unreal Tournament gets ready to frag this fall.











The 1955 24-hour race at Le Mans saw the wort accident in motorsports history when Pierre Levech's Mercedes collided with a slower car and flipped into the grandstands, killing Levech and over 80 spectators. Following the wreck, Merc pulled out of racing completely for 22 years.

### **Test Drive** Le Mans

None of that fancy-schmancy online stuff here, infogrames is only committed to giving DC owners a kick-ass port of Le Mans They're on track, too, as this version features more cars, tracks, cups and some absolutely stunning graphics and effects, Just take a look at these screenshots and picture the game moving at a solid on frames per second.

















infogrames is setting extreme with their latest release in the Seea Sports lineup, Xtreme Sports. Players will tackle some tough terrain racing mountain bikes, ATVs and snowboards, not to mention some stomach-churning flights on the hang glider, all in the same race! Players can switch from one vehicle to another during a race while competing on 12 different tracks based in Scotland, the Himalayas, Streyn and Maul. Connecting to the Internet will allow players to upload high scores and download ghost-players to compete against, as well as unlocking extra track sections. Even though we've come to expect DC games to look great, XS still gamered a few oohs and aahs at the office, a testament to just how great it's comine alone. XS only needs some minor tweaking before

its release this October.













# PHYSICAL SCIENCE blood > drive > losic >

apparel Spring..Ø1













BURNQUIST / CABALLERO / CAMPBELL / GLIFBERG / HAWK / KOSTON LASEK / MULLEN / MUSKA / REYNOLDS / ROWLEY / STEAMER / J. THOMAS

**ACTIVISION** 















Best known for being the voice of Bugs Bunny, Mel Blanc (1908-1989) actually hated eating carrots. He used to do the eating sounds for Bugs at the end of each recording session, to be edited in where needed.

### **Speed Devils 2**

This November Dreamcas owners get this follow up to perhaps the most overhoode faunch till be back in 79, Berleides the usual upgrades even;one expects in a sequel (better graphics, more cars and tracks, etc.), UNI Soft intends to take full advantage of Signalive this Speed Deville 3.1 if they manage to combine online play with the smooth framestic, bildering speed and unique gampality of the original, SDE looks to be a winner.







### **Super Runabout:**

### San Francisco Edition

You probably recognize this game by now. Since we last previewed it Interplay has translated this Climax game, slapped an extended title on it, and plans to bring it stateside this month. We didn't get a reviewable version in time for this issue, so expect a review next month







### **Looney Tunes Space Race**

Infogrames is going license crazy! At least this one is better than Workly Racers. This **November** revises Features all your favorities: Bugs, Delfy, Wille E. and more, racing rockets around a collection of catoronased tracks like the Pyramids of Mars and Planet Acme. Drop amilis and planos on up to three of your friends in the multiplayer game, or work to unlock all the secrets in the single-player campaign.













# Respect

How should we protect the rights of artists in a digital world? Get the online music debate from a different point-of-view.

### ARTISTS AGAINST PIRACY

www.ArtistsAgainstPiracy.com



### StarLancer

Though we didn't get a chance to try the online super of Starkanes this month, the rest of Carw's PC-to OC port is looking prettly authentic. All of the ships feature lots of detail, and the pyrotechnist when you send those Coalition dogs to meet their makes are very impressive. All this with no accordance with the convoluted control starken really strip or minutes; overwhelming after a revingene or conventioning after a revingene and mean't for laurable in October.



### POD 2

Ubi Soft hopes this will be the first combat racer available for online play through Sega/Net. The gameplay is very reminiscent of their old NGL/PS game S.C.A.R.S. Drive one of a half-dozen very odd-shaped vehicles around a collection of psychedelic tracks rife















### **Army Men: Sarge's Heroes**

Since gDO hasn't seen fit to flood the DC with Army Men games, Mildway picked up the slack: This shooter doesn't quite push the Domandast, but if offers four-player spill-acreen action, better graphics (not by much, so calm down) and an improved framerate from the PS version. Still, it's Army Men, so if you clig it, that's good, if you don't, this spirit likely yound hange your mildo! Sarger's Heroes ships this fall.





### Stunt GP

Indegramer: GP Race is coming along roles! The graphics are looking sharp and the control, well, it's still being twested. Cars can be upgraded by spending points examed during the races—the more insame the stuet, the more points examed. Chins traint stogether for combos and doubte or triple the points awareded. Although the points awareded. Although the composition was all the composition of the composition



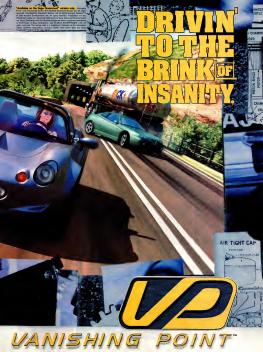
















A "teen that, well, didn't turn out so cool is Ratph Baisshi's 1992 flick Cool World. Dubbed "Roger Rabbit for adults," it was turned into a video garne for the Super NES courtesy of Ocean—and was

to be a Sega CO title too.

### Max Steel

Max Seet, Mattel's November release based on the popular carbon show, plays a lot like the Dreamcast swort-efficient gender in the Decrows, and for good reason. Developed by Frequet, the same team pehind Creat's medical maybren game. Max Seed is similar to their first console attempt—but also vastly improved, Audie from beefing on the visuals, the grame engine is now refined, allowing for thing lie a zoom feature for singler weapons and an improved framework. Use the television show, players will be able to use Max's Amendech powers for parts super streemed or the ability to jum invitide for a solor visible for a solor visible.









### Prince of Persia

The latest in a string of PC to Dearmast conversions, PoP is coming to Segal's system this November from Mattel Interactive. But unlike my PC ports, Availanche Software rebuilt this title from scratch to better utilize the DC's Strengths. That means better camera angles, improved visuals and tighter control—which is good considering the amount of sword swinging and peritous jumping you have to the sword swinging and peritous jumping you have to the sword swinging to the sword swinging the swinging the sword swinging the swinging the swinging the sword swinging the sword swinging the swingin swinging the swinging the swinging the swinging the swinging th







### **Cool Cool Toon**

SNK's first foray into the music genre breaks new ground in one areas control. Like all music games it's "press the right button at the right then," but you also need to point in different directions with the nanole stick and make sweeping controller motions. The music's not great, but you can upload your data to the left (shown below) or use it in cofunction with Cool Cool Jeen for NGCP. Available now in Japan.































# ONLINE RACING THAT'S JUST A LITTLE MORE THAN YOU CAN HANDLE.

| Now that you can challenge anyone to a reac online, snytime, though fort's ser neclises in interview, multi-bered treats. But anyone in the country-thounking your case can separe the contribution of the three yourself. Because right small town punk from the primiting layer. Take the Secare, now you've got redning, poolby, and everyone in the online orbust. Noe car its power around the corners just might help you muscle is laughing in your single-player face. | SAT  | RALE 3  | 10                             | ONLINE<br>JAMEEN                    | Plant Octobra Limite | SEGFAET    |
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|  | SUN  |   | RACE 4<br>OFFLINE              | 11                                  | 18                   |            |





### RAINBOW DITCHED?

While Reinbow Siz: Rogue Spear in roors or less a rehashed sequel, Ton Clarry has just released his neveret book, The Bear and the Orogon, to stores. It takes place in the sares envirets as Raisbow Siz, but focuses more on President jack, Ryan trying to deal with cities involving Russia and Ohloa Can Stere be a video game based on this far behind.

### Disney's Dinosaur

The idea behind **Usi Soft's** conversion of Disney's latest rendered movie is an interesting one; you've got to use all the different powers of a group of dinos to help them holp each other pass certain areas. In other words, Dinosaur is a puzzle game of sorts, but it carries plenty of action. It's quite a bit different than the PlayStation version, so if you played that place born't let it keep only from trying this one where it arrives this **full**.





### Championship Surfer

Developed by the Australianbased Krome Studies, a bunch of surfing nuts, Championship Surfer sets out to mix realistic surfing action with the arcadey feel of a game like lony Hawk's Pro Stater. Interest of trying to act haware, it sets you going almost instantly after you fall—as if you're on one continuous wave. The DC version looks great, as it sports some every cool water and wave animations. CS hanes so this Sports some every













### Rainbow Six: Roque Suear

Majesco's sequel to Rainbow Six is looking pretty nice. This time team Rainbow has to deal with the Raisslam mafia as well as renegade Middle Easten terrorists. The game includes the complete Urban addon pack, to new legable characteric (in addition to the original 2o), and namerous weapons upprofets. Nos onew are singer support, harsher weather effects and improved multiplayer. Rogue Spear hits the market list Scale Carlo.









### Red Dog

Almost two years ago, developer Areonaut showed this game and then it silently disappeared from the release lists. Now, it has reemerged almost complete, and is looking mighty fine. You control an ugly off-road moon-buggy that has a unique array of weapons, the hest of which is a grid-like reflective shield that bounces projectile back at who fired them The triggers are used to accelerate, while the analog stick is used to point your gun and choose where you want the move. Challenge areas (such as races) can be opened up as you complete the main levels, where you can earn better weapons and armor if completed. The levels are Impressive, and the bosses enormous. This is looking like it could be a sleeper hit when it

















疑わない。彼らはその持てる カの限りを尽くし闘う。 Emperor of the Streets の名を 手に入れる為に。











## **Rune Jade**

Diablo II hits the Dreamcast...kinda. Rune Jade plays just like the PC action/RPC hit, right down to the online aspects. Choose from a Grappier, Minjs, right or Rune Raster and form a party with three buddies over the Net for real-time flightin' fun. Considering the insame popularity of Diablo, this would seem like a safe best for the flegtling online consolic community, Rune Jade is out new land.







# Phantasy Star

The worldwide simultaneous release of Segri's upcoming rollenees of Segri's upcoming rollenees. Rich has been pupuled back a bit to early neast year, but after seeing these new puts with willing to wait. Gamers can play PSO over the Nor in parties of up to four people (or alone with three Al characters) in any of five languages— Japanese, English, French, German and Spanish. No characters return from earlier PS games, but a few enemies do look familiate.



















# AMP UP THE ACTION!



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Rocognize these guys? They're a few of the villains from the original Spider-Man series, which hit the airwaves on Sept. 9, 1967. Some of the originals are still around, even today. For a real treat, check out the original theme song at www.topthemes.com. It's groovy.

# **Paper Mario**

Since we just got the import version of **Mintendo's** famous plumber's latest adventure, here's a quick update (look for a full preview next mosth). Use Super Mario RPG (SNES), it combines RPG aspects (gaining levels, turn based combat, etc.) with reflex actions (timed button presses for each damage, platform jumping), all within the brighty colored confines of the Mario unheres. We can't wait until Dec. **36** to lay it it finglish.













# Spider-Man

Making his debut on the N66 courtesy of Activision, Spider Man takes to the skyscrapers in full force this fall. As one might expect, the animation is noticeably more fluid than the PS version Don't worry, most of Spidey and Stan Lee's voice-overs should squeeze into the cart, if not every stitch of script found on the PlayStation disc. As for the gameplay, if you've seen Spider-Man do it in the comics, you can do it in the game-sting between buildings, climb on walls and tangle enemies in your web. It makes for some real variety in each level of the game, something not a lot of action titles can claim, Rhino, Venom and, of course 1, ionah lameson are some of the familiar faces you'll have to deal with as you help the wall-crawler unravel the sinister plottings of Doctor

Octopus.













# THE GLADIATOR **BLOODSPORT OF THE FUTURE**



Unreal\* Tournament coming this Fall for the PlayStation®2 and the Sega Dreamcast"















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# MONEY, WELL, SPENT ...

The number of dollars people shelled out for Pay Per View wrestling in 1999 alone. That's a whole lot of Slim lims!

## Sin and Punishment

The excellent lapanese developer Treasure (Gunstar Heroes, Mischief Makers) is finally back on the N64, doing this interesting shooter for Nintendo due October. From what we played at Space World, Sin and Punishment feels similar to other action/ shooters like Star Fox and Panzer Draggon: You control your character (left right and jump) with the D-pad as she runs into the screen, aiming a crossbair with the analog stick to take out huge swarms of enemies and glant bosses. Two players can also play simultaneously, with one controlling the character and the other where she aims and fires. 58P looked great, with great style and intense action, and no slowdown-the N64 needs more games like this!



# **WWF No Mercy**

Tack on another couple hours to your Monday night wrestling stint. When THQ releases No Mercy this November, dorm rooms and fiving rooms alike are sure to be packed with mat maniacs looking to take out some aggression in the ring. Choose one of the 6s-plus brawlers in a single, tag or survival match and watch the personalized intro as he/she makes his/her way to the ring. Use a ladder to flatten your foe, or mix it up Andy Kaufman-style and take on some of the ladies who frequent the circuit. If you get bored of the Squared Circle, toss your opponent backstage and fight it out behind the scenes in one of three different scenarios. To really pet folks roped in, Aki is adding transfer Pack support for compatibility with the GBC version, as well as an option to create your own wrestler if you've exhausted the WWF superstars.

















# **FORGET YOUR DRIVER'S LICENSE...** YOU'RE GONNA NEED A PASSPORT



inited Gamers

Cruis'n Exotica returns with a race circuit that gives new meaning to the phrase "world tour."

Cruis'n is your passport to 60 tracks in exotic worlds that include Atlantis, the Amazon and Mars. Choose from 28 Nitro-Boosted racing machines, from sleek and

trendy sports cars to rough and rugged all-terrain vehicles. Cruis'n Exotica's four player capability gives you

non-stop arcade action. Take shortcuts, perform flips, spins and midair stunts in 3 exciting play modes. All

new features with the classic Cruis'n gameplay and control you know so well. So, join the tour, explore new worlds and we'll see you in the winner's circle.















### DEATH TO JAB JAR?

Even though far far Binks isn't in the game, you can still take out your built-up frustrations on the many other Gungans that populate the levels in Battle for Naboo. The game doesn't reward you for "Inadvertently" blowing these annoying aliens away, but it doesn't exactly punish you either.

# Enisode I: Battle for Nahoo

Even though the words "Rogue Squadron" are nowhere to be found in the title. Battle for Naboo (coming out this fall) could be considered a follow-up to the popular Nintendo 64 shooting title in almost every way except story and setting. Naboo has the same type of flight/shooter eamenlay. but this time it takes place during the events that surround Star Wars: Episode I, plus graphics that make its predecessor pale in comparison. (That nasty for has been pushed way back.) LucasArts has also added a feature that allows you to switch between two vehicles in the middle of a mission. so you might start a mission in a land cruiser, and end the battle flying through the sky in one of those freaky-looking Naboo





# Indiana Jones and the Infernal Machine

The computer version of Indiana Jones and the Infernal Machine was a bit of a flop; the game was fine and all but it had a horrible control scheme. Indiana Jones was a console game at heart, and now it's finally coming home this December where it belongs; on the Nintendo 64. LucasArts isn't just porting over the PC version though, they've improved the camera, implemented a useful "save anywhere" function, and added many Zelda-like control schemes. Now when you attack a creature, you have a choice between a "loose target" which gives you the ability to easily run away, but at the same time, makes it harder to hit your foe. Or, closer to Zeida's system, a "hard target" which keeps your weapon locked on the enemy, but Indiana's movement speed will be cut in half. Indiana Jones also utilizes the Expansion Pak for improved graphics and framerate.

















# Aidyn Chronicles: The First Mage

Let's face it: It ain't easy being an RPG-loving N64 owner. This fall is shaping up nicely though, with The Legend of Zelda: Majora's Mask, Oere Battle 64 and this new title from THQ and Canadian developer H20 Entertainment (Tetrisphere, Blues Brothers 2000), Aidyn Chronicles follows a boy named Alaron as he travels from town to town, wandering through dangerous monster-ridden forests, deserts and mountains to fulfill his destiny (where have you heard that before?). Along the way he'll meet up with 10 other warriors who'll join him in his quest (four to a party). The realistic world you travel features changing weather conditions and time passes from night to day, affecting characters with luner/soler streneths. Battles are turn-based with an eye toward keeping the action up and it supports the Expansion Pak to give it that extra "comph" in the graphics department. Chris Klug (designer behind TSR's pen-and-paper RPG Dragon Quest) is lending a hand on the game's development, so all you Dice-heads get ready.















Cruis'n Exotica gives you a chance to race

Cruis n Exotica gives you a chance to race on the planet Mars. With an average on the planet mange of -s16" to 32" F, and an atmosphere comprised mostly of carbon dioxide, Mars wouldn't be our first choice.

# Rugrats in Paris The Movie

In concert with the release of their feature fillen this fall, the Rugnats will be returning for a second adventure on the MGA complianests of TMR, Volces from the original cartoon cast pervade a feetber of 19 gameplay and a handful of borus scenarios. This time Avalanche has included multiplayer support for the mell-games and room for two in the full game, so plenty of Bugrats (or, fans) can see the most of the property of th



# Scooby Doo! Classic Creep Capers

If you think you can do a better job than those meddling kids, developer Terraglyph is giving you the keys to the Mystery Machine. In this 30 adventure, you must solve three different mysteries, two of which are based on real episodes from the TV show. The gameplay is skewed young, but no one's too old to srab a Scook one's too old to srab a Scook.

Snack or two this October.













# Cruis'n Exotica

Looks like Cruis'n Exotics has come a long way since our last update. We'n call waiting to play it but we can give you the stats; ay we'ning (a) waiting the company of the state of the state of the state of the (kang and even Allahins). The bottom line? As the sequel to Cruis'n USA, and World, you know what to expect: lighthearted arcade inspired separation. Allahing will belove the same this Christope will refer the companion. Allahing will belove the same this Christope will refer the memorian. Allahing will belove the same this Christope will refer the companion. Allahing will belove the same this Christope will refer the companion.

















Battlebots has arrived on Comedy Central (check your local listings). Why do we bring that up? It's got rebots that have been constructed and customized by tech-heads that dake it out on the battlefield—just like Custom Robol.

# **Mario Party 3**

Hudson and Mintendo have teamed up once again for a third Mario Party pame, coming to Japan in December, this time with a map boards and yo allower minisgense. Ymenty items and "Motion Events" on the main map (that require button tapping) have been added to the Battle Royale mode and a dual map feature gives you the option of bringing along a helper in the single-player game. Swell













# **Echo Delta**

Bored with Command and Conquer? Played Starcraft to death? Well here's a new real-time strategy for your N64: You have 18 minutes in each level to repair a sunken ship and raise it from the bottom of the ocean. Avoid the bad guys and mine resources you can use to upgrade your sub, beef up the guns on remote defensive stations, or fix parts of the derelict craft to finish the level. We had a chance to play this one at Space World and although the visuals were simplistic, we were quickly hooked. Nintendo's press materials note that Echo Delta is a "deep" game-get it? Deep? 'Cause It's, like, in the ocean and stuff? Yes, well anyway, Echo Delta is due out December in Japan; no U.S. release has been announced,

but Nintendo is desperate for quality N64 games, so hopefully they will bring this one over.







# Custom Robo V2

Marigul's Noise Team gives japan a sequel to last year's robot buildin' and fightin' game this November in Japan. Years have passed since the events that took place in the first game, and new rivals, arenas and robo-parts are sveilable as you build and



























# **WCW Backstage Assault**

After the semi-success of last year's WCW Mayhom, Electronic Arts decided to focus on the most interesting aspect of that game—the backstage privating. This time around you'll find a various WCW characters flighting it out (women included), using a possible 40 weapons in various arenas spread out over three different rooms. WCW Backstage Assault Lands in stones this fall.















in Mintendo's Animal Porest (Scheduled for a February release), you take up residence and go through dishill file in a virtual forest. Time date up residence and go through dishill file in a virtual forest. Time diseases pass as you play using a real-time, in gene clock. Buy a house, filed furnishings), clothes, and get games that you can play fills being Kong, shown below) on a virtual NES system Save and exchange data with friends to wist and talk to animals in other rowns.













# Pokémon Stadium Gold Silver & Crystal

Of course **Mintendo's** next Stadium game (due **December in Japan**) works with all three of the Pokemon Game Boy sequels—Gold, Silver and the just-announced Crystal (see Game Boy previews for more info)—but it also includes new mint-games and a few other little extras,













# DEATH IS HERE! RENT IT NOW!



"SMART AND SCARY AS HELL"

...TERRIFYINGLY





# STUENT SCOPE

SILENT SCOPE IS NOW AVAILABLE FOR PLATSTATION 2 AND GREAKEST.
COMPLETE WITH AN OH-SCREEN TARGETIME SISTEM, MAGNIFIABLE SCOPE, MULTIPLE BRANCHIND PATHS AND GETHLED GRAPHICS DRAWN STRAIGHT FROM THE ARCIDE ORIGINAL. AND YES, THE PRESIDENT IS STILL BEING HELO HOSTAGE. TOUTRE THE SNIPER WIND'S SENT TO SAVE HIM ALL TOUTL NEED SE A TEACH HAND, A GOOD ETE, AND AN END STRAICH.















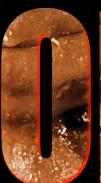




















Make 'em eat canvas!
You can power up a punch to
increase damage—or nel your
opponent's sweet sput, then watch
kim go 'nightie-night' as the lights
go out on his lame career.







Three modes of play include Shawase, Vorsue (winner keeps geing), and Warld, where you train and manage your lighter up the ranks to undisputed champ.

42 KNOCKOUTS. YOU'RE NEXT.

### KEEPIN' IT BEAL

Kessen (which means "strategic battle") is based on real, historical Japanese warlords and events. How accurate is it? Take a virtual tour of Japan during the Edo period in which Kessen is set at http://www.us-japan.org/edomatsu and find out!

# Kessen



PREVIEW

Romance of the Three Kingdoms VI (PS)

Web Address: www.en.com www.koeigames.com the Succe. Beautiful cinematics.

De Bat PS2 controller surely not built for an RTS And The Uply Camera is never where you want it.

POLITICS

# **Battle Lines**



It wouldn't be a war without some underhanded politics! Although Kesser focuses on a bitter conflict between the Eastern and estern armies of lapan, the thin line between the two can be blurred prior to bettle for an extra advantage, Each side is allowed to confi with the opposing army's generals before hattle begins. They can be asked to either jump sides or bide their time and choose an ally once the tides of battle are evident. Each general has a bias rating that shows his loyalty to either side and determines which way he is most likely to swing. If u're confident in your attle abilities, a few extra thousand troops might just op onto your wagon...or try

to burn it if you're losing!



"Does this thing make my head looi fat?" One of Kessen's best features is the ornate style and attention to detail-even during battle sequences.

Every simple one of these warriors is at your command! Not really. The unit control system avoids micromanagement nicely.





orders to individual units or blanket commands to

performing special maneuvers. The battle system

works something like a real-time Military Madness

Units have relative strengths or weaknesses against

each other (riflemen are strong against cavalry, for

example), and once a command is given, the game

cuts to a cinematic showing the executed order and

focus in on individual units backing it out. Realistic

Between skirmishes, tons of CG movies show off the

gorgeous artwork and the hardware's proficiency at

bringing it to life. Troops will react in different ways

to orders and battle outcomes, so commands need

or even refuse an unwise order. Moreover, the

morals of each detachment is influenced by supp

action and tracked with a zeal meter, which allows

the troops to perform special attacks on the field.

Players can expect an absolutely seamless

to be planned rather carefully-generals will protest

the player can view engagements from above or

battle noises and ambient sounds accent the

detailed characters and their environments.

its effect on the field or opponent. During the action.

the whole army, developing battle strategy, and

ny hardcore real-time strategy fan who has played the console versions of such staples as Command & Conquer and Starcraft has probably swom off using anything other than a hot-keyed interface on a PC for their strategy gaming. Times they are a-changin' though, and as consoles become more versatile, so might gamers. Koei is once again integrating the RTS into the console world, this time on the P52, and the product is actually quite impressive. With a heavy emphasis on strategy and battle tarties. Kessen looks and feels like a very no-nonsense title that will probably appeal more to the military enthusiast than Blizzard or Westwood fans

The player controls several battalions of varying size, each headed by an identifying general, under the Tokugawa Shogunate. A well-designed tutorial introduces several of the game's functions, which include selecting and customizing generals, issuing



The Western army is an opportunity employer Check out the detail on this triple line of purmin' girls!

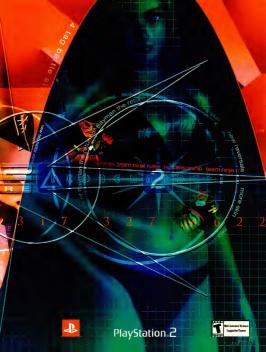
experience from Kessen, but does it have what it takes to win the PC strategist over to the console side? Barring some possible interface gripes, it's















### SHIPS TO SCALE

Just to give you an idea how big the droid control ship is at the end of Starfighter, picture this: The droid lander craft is so big your ship looks like a speck next to it in comparison (it's easily a hundred times larger), and the control ship can fit 30 to 40 of these inside it! That's crazy huge!

# Starfighter

PlayStation 2 games are expected to look incredible, but really now, LucasArts is almost going too far with their first release for Sony's new machine (due this fall). We had the chance to spend some time with Starfighter, and are happy to report that not only are the controls feeling good, the gameplay is perhaps the most exciting part of the title. Unlike many shooting games, where it's you against everybody else, Starfighter is designed to give you the feeling that you're only a small part of the ongoing battle-an impressive effect made possible by having dozens of other crafts realistically fighting each other while you fly over, below or into(9) them. "There's a battle already going on," is how Daron Stinnett, the project leader for Starfighter explains it. "You're only there to













# The Bouncer

turn the tide."

Square EA just sent us these screens from The Bouncer and they look fantastic! Having incorporated at least two modes, story and versus, Dream Factory promises 20+ hours of gameplay on the former if you want to acquire all of the characters and moves (and you with. Multiplayer capability will also be included for the versus matches. Based on what we've seen from the PS2 and its ability to smoothly handle multiple characters on screen at once, it's pretty exciting to see what Square might cook up for some of the fights in this game. The three main characters will each have easy-toperform special moves and will also respond to the analog sticks for greater control. Square EA has set a Winter release for The Bouncer, so keep your eyes glued to EGM for updates on a playable version in the next couple months.













# **NHL 2001**

As it nears completion we can toll you that EAA movest backury game is absolutely breathtaking. This game comes on close to re-creating the feet of a hockey match, it's scan, The animations are amazing—players rub their juws after a fistingly and grimose during hard hits. Fast gampelay didn't take a backeast to the graphics either—it's deep as ever, with season, draft and shootout with season, draft and shootout some control of the contr



# NASCAR 2001

We finally sport some quality time behind the wheel of the first PS2 NASCAR game, and we're happy to say it definitely field more sold than its PS2 content of the first PS2 NASCAR game, and the say to say it definitely field more than its PS2 content of the say starting the behind the say of the say that the behind the say of the say that the say of the say of













# **Unreal Tournament**

Shown in super-choppy form at this year's E3, we're glad to see that Unreal fournament has come a long way since then. While not quite running at 60 pts, the game plays much smoothet than before, even in four-player split-screen (which is good since there's no internet multiplayer mode). Textures are a little soft, but only the anal-electritive will read to notice. Inforerame is columning UT for this fall.













# Gungriffon Riaze

PREVIEW GALLERY

Looks like Working Designs made a good choice, picking up LucasArts' Gungriffon Blaze for the PS2. It's so much more than lust a mech-based shoot-'em-up. Not only can you create a pilot and adjust his/her stats (right down to weight and IO). but you get to customize your weapons before each outing. The missions all take place in vastly different landscapes. from the desert to snow-ranned mountains, and nothing is safe. Not only can you destroy your enemies, but just about any structure you see as well. When the PlayStation 2 launches on Oct. 26. Guneriffon Blaze is definitely a game to check out. A note to owners of the first game: You're gonna absolutely

love this one.















# **Metal Gear Solid 2**

Ever since the unveiling of MGS2 at E3 this year, gamers have been begging Konami for a new look at the game. At the recent ECTS in London, Konami came through with more. The new MGS2 trailer oness with a hooded man, clearette in mouth, walking across a suspended bridge at night. Cars race by, illuminating the man's face-it's Snake. All of the sudden he rips off his jacket, breaks into a run and disappears (in the same semi-transparent way the stealth camouflage suits worked in the last game). Then he jumps off of the bridge in dramatic John Woo slow-motion style and tumbles toward the water. But you quickly see that it's not the water he's headed for, it's a large ship. And he's not freefalling, he's attached to a bungle cord. The whole sequence is very reminiscent of the stylings of the Japanese anime Ghost in the Shell. The new trailer continued to show more of Snake on the ship. Enjoy these new shots, and look for updates on every piece of new info we can scrape together on this game in the coming months.

















### BEAD OR ALIVE

Dead or Alive is not only a game filled with busty ladies defying the laws of gravity. It's also the name of a cross-dressing band from the 'Bos who thrive on the retro circuit to this day. Spin me 'round like a record, 'round, 'round, like a record at http://www.deadoralive.net

# Dead or Alive 2: Hardcore

Leave it up to Tecmo to fashion four different versions of the same game. In the case of Bead or Alive. 2: Hardcore it seems as if American PS2 audiences will get the best of the bunch. While it won't feature Acclaim's Shadowman (as the Japanese DC version will), DDA2: Hardcore will include all-new arenas, special combination moves no matter which two characters. you pick, multiple tag-battle arenas, loads of secret costumes, and the return of Bayman. Kind of a surprise, since Leon is essentially a carbon copy of the red-hatted marine, but oh, well. Tecmo's Team Ninia has high hones for DOA21 Hardcore when it arrives in time for the PS2 launch in October, Maybe Tekken Tag Tournament won't be

the only superb 3D fighter on the















From PlayStation 1 pipe dream to PS2 reality, Agetec's Evergrace is just around the corner from landing in the U.S. this fall. Evergrace feels like a traditional RPG in many respects, but exhibits some nice little novelties that skew it toward an action game as well. Crystals that let you snap between the two characters, shop for items. and save all in one are scattered about the landscape. The real-time battle system is based on frequent encounters with responding enemies, and attack strength is affected by the player's physical condition, which goes down every time you attack or run. After giving an early English version of Evergrace a test run we're a little concerned. The voice acting is barely adequate thus far, while the text itself is merely functional. Hopefully Agetec puts some fina tweaks in before release.























READY 2 RETIRE

Think you're pretty good in the virtual ring?

During the spood, shoore Hell Begwell went also fights without a loss. That's some streak, even by today's standards. Hall Begwell's Panch Gul? It could happen...



## Ready 2 Rumble Round 2

Midway is bringing its own version of a Rumble Paic to the PS2. The sequel to their '99 DC title is still in development, but looks like it will retain most of the original cast and add close to in one faces to the four playable modes. A more advanced version of the "RUMBLE" power-up and firshing-more style knock-outs have also made their way into the same. Expect to throw down on this one field around PS2 launch.











We just get our hands on a playable copy of this impressive-booking tible. So how does it handle, you ask? It's a cross between EA's Moto Racer 2 and Segat Manx TT. You can lean into the corners until your like is just inches from the pavement. The analog stick is very sensitive so it takes restraint to avoid plumping from side to sid—definitely more sim than arcade. Look for Namce's Moto GP this November.













# **Wild Wild Racing**

As you could probably guess from the title, WWR features lots of fastpaced racing through crazy obstacle-laden environments. After about a year of development at U.K.-based Rage Software, the gene seems to be coming together nicely. Everything moves really quickly and the cars sport some great physics (Weney out it a jump or obstacle, your car reacts accordingly). Interplay plans to have the game out at Launch.











GALLERY



can't get enough of it? Catch the awesome Gundam Wise cartoon on Cartoon Network weekdays at a:30 and 11:00 p.m. Don't have cable? Go see a friend who does.

# **Mobile Suit Gundam**

While still early in development and lacking a final title, Bandai's first entry into the PS2 market will be a 3D action game with a third-person. perspective. Players will be able to train and control their own units using mechs from the Universal Century Gundam series. Also, these mechs will learn new strategies on their own the more you fight. Bandai proposes furious multi-mech battles. Look for it in early ages

Reiselied Ephemeral Fantasia

yet confirmed for the U.S. but was shown at En as Ephemeral Fantasia. As a musician hired to perform on a magical island, our hero faces a

hidden secrets. The major drawback: It's pretty darn ugly for a PS2























# Midnight Club

Here's one last look at Midnight Club before it comes out during the PSa launch window. Rockstar is hig on the huge, go-arrowhere driving sims this year, so MC is much like Smuggler's Run in that you have set goals in each level or race, but can pretty much accomplish them however you like. We've only seen New York and London so far, but they both feel authentic in look and layout.











# **Orphen**

The rumors are true: Activision is officially bringing Kodokawa Shoten's Orphen to the P52 in America. This dark platformer promises some great gameplay elements, including both on the fly enemy encounters and staged battles using all party members. During these scripted battles, the player can target any one of several attacking monsters and unleash magical, elemental or physical attacks in real time. The result is a fast and furious combat system without the artificiality of Final Fantasy-type recharge periods. The game further boasts tons of phenomenal lighting effects and textures, over soo enemies and bosses, several playable allies with unique abilities, and dozens of interspersed cutscenes to introduce new characters and piol twists, It's due out here this spring. but we'll be importing this one.







## Wipeout Fusion We still haven't gotten a playabi

of this early 2001 release, but lucky for us Studio Liverpool has been generous with the shots The game is being rebuilt from the ground up to properly exploit the power of the PS2. Major changes include new track desiens (much wider and dynamic), customizable ships and revamped AJ. Twenty one levels incorporate corkscrew turns. tremendous banked curves and other previously unseen elements. In accordance, the ships will be able to defy gravity like never before. An upgrade system works in conjunction with points earned for winning races. You'll be able to totally alter the way your craft looks and performs. The same looks terrific so far; hopefully they won't have to sacrifice any of the graphic splendor for a speedy framerate.























Combat monstrous enemies with an optimized real-time battle system.



Horritying CG cinemas and sharper graphics bring the shocking new storyline to life.

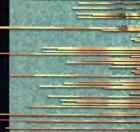


Upgrade and customize your weapons and armor to take on new toes.



Use powerful new Parasite Energy abilities to attack the new Nee Milechendrian Creatures.







SQUARESOFT:

# The Threat Returns

Aya Brea is back on the Job. The Neo Mitochondrion Creature infestation has resurfaced and has taken a sinister twist. The outcome of this battle will determine earth's dominant species.



Animated Blood and Gore
Animated Violence

O 2000 Septem Cop. Lies, An open speciment of Land Scientific Cop. In a Commission Company of the Commission C

#### **Buchigire** Kongou

Finally! The long wait for a construction equipment fighting game is over! Choose a character and a vehicle (forklift, buildozer, steamroller, etc.), then mash one of three buttons to attack left. right, or straight ahead. Yes It plays like crap and yes, it's very weird. Then again, compared to other Artdink games (Tail of the Sun, Aguanaut's Holiday), this one Is downright mainstream, Out now



#### Dance Summit 2001

This fall, Enix/Metro bring the third game in the Bust A Move (o Groove, depending whether you're in the U.S. or Japan) series to PS2. Four-on-four battles replace the one-on-one's from the first two games (though you can







biggest dance party ever.







#### Rock'n Megastage A wide selection of lapanese non tunes can't save laleco's Rock'n Megastage (now avallable in

# **WDL: Thunder Tanks**

The latest in the Battletanx series is coming to the PS2 this fall from gDO. It features 11 armored vehicles with their own style and special attacks, nine modes of play and multipleyer support for up to four. Players will deal with weather and terrain effects over a dozen realistic battle arenas, and the processing prowess of the PS2 makes it all happen at 60 frames per second.









Japan) from the pitfalls of its









#### ODDER WORLS

While Oldworld is pretty unique, it's still just a video game. If you went son noight to a truly add world, you need to go to Canada. Those funny guys jus don't make much sense. Check out this link to see what we mean. http://www.yorku.ca/lwaimweb/troberts/caising.html

#### Oddworld: Munch's Oddysee

Making the leap from 2D to 3D is never easy, but Oddworld Inhabitants is doing it in style with an "fidio-friencity" camera system, new Gamespeak technology, Innovative new gameplay mechanics introduced by mono-ped Munch, and some quality time with old pal Abe. Infogrames will ship Munch's Oddysee 02, 2001.











#### X-Squad

In Electronic Acts\* "On the Force for Dementin" you take control of an assistence of an assistence of the Common and the Mind House Size it was a purpose of an assistence of the Common and the Mind House Size is the Common and the









Don't buy a lame game.
Check it out on FirstLook.com first.
FirstLook.com lets you see
streaming samples of games
before you buy, so you can see
them in action.
Log on to FirstLook.com
and see it before you buy it.











trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement 

After a hard day of fishing under the sun or competing in a tournament, you look with awe at the

- :: Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode :: Lure Action Gauge allows the player to monitor lure movement easily.
- Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience
- :: Wide variety of "lure action" possible to attract bass, some requiring retrieving or rod movements only, others requiring skillful combination of the two.































Welcome to the US Army Rangers, one of the toughest and most eitle of the world's military task forzet. Your main object with the completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- it's up to you. 3D action, time pressure and resultation completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- it's up to you. 3D action, time pressure and resultation command will keep you begging for more.

immersed in huge, outdoor 3D environments you and your team members must successfully execute your

tasks which revolve around several different mission objectives including reprisal Attacks, seize and destroy missions, counter-terrorist attacks and raid and destroy missions. Each environment is unique, not only in look and feel, but in game play as well. With the emphasis on action and realism, navigate your learn with guns plazing or sitently under the cover of darkness across landscapes of thick jungle, barren desert, arcite fundra and dense fronts.

Do you have what it takes? Will you be able to complete your mission, though you may be the lone survivor?

- 21.5 Intense mission campaigns each with numerous sub-missions based on real activities carried out by the US Army Rangers
- :: An arsenal to choose from including shotguns, grenades, machine guns, sniper rifles and more
- :: 3 difficulty levels Private (Easy), Corporal (Medium), Sergeant (Difficult) offers massive replay value :: in the 2 Ranger option the player has simultaneous control of 2 Rangers
- Create an inventory filled with hi-tech equipment to aid the Rangers in their tasks GPS navigation for moving through dense landscape, tripwire mines to booby trap enemies, nightvision goggles for stealth accuracy, med kits for injury repair and move.





## DEBBLL BREAKERS





SPIN JAM















•••MARTIAN GOTHIC

































#### •••SPEEDBALL 2100 ome sports have been taken to the next Level









# ■■GRUDGE WARRIORS









# •••FORD RACING









# FANTASTIC DOURNEY



























#### **Final Fantasy IX**

We just got the first English revision of Final Fantasy IX, and oh mama, we're impressed. Squaresoft knows a new standard was set with the U.S. release of Vagrant Story, and is not taking the translation of its flagship title lightly. The lighthearted vein that runs throughout the story has been retained without cheapening the overall experience. Look for a review next month!

















Finally, an answer to the burning question, "If Boba Fett were stuck in the middle of the Battle of Hoth against a Rancor and a Battle Oroid, who would win?" Demolition might not be the most serious title in LucasArts' holiday lineup, but it really isn't trying to be. Developed by Luxoflux, the folks behind Vigilante 8, this game keeps the same look and lighthearted feel as the popular vehicular combat series, but the classic cars and realistic locations have been replaced by AT-STs and familiar Star Wars settings. Get ready to use the Force (and some giant guns) this fall.





YOU BETTER WATCH OUT!



ONE MEAN INTERACTIVE GAME IS COMING THIS FALL.

























Take it to the Extreme! Modify then race one of eight customizable cars through some of the toughest tracks! Transform your vehicle to handle the terrain. But to win, you need fire power. Pick up machine guns and missile launchers to knock your opponents out! Because in this game, the best way to win is to make sure the other guys don't finish at all Available late November.



#### Driver 2

The first Driver (developed by Destruction Derby masterminds, Reflections) tapped into the felonious instincts of today's video gamine youth, both in the States and abroad, where the game was a rungway success. Now Driver 2 is heading home, courtesy of Infogrames, the game marks the appearance of ... curved roads! Not only curved roads, but two-player action as well. Can you say "tag"? It may seem slightly sally, but no one really noticed that the first Driver was nothing but a series of grids and 90-degree angles. Now the environments feel much more organic and natural. Whereas the first game really didn't give you much to drive with, this time around, virtually any vehicle in the same can be hijacked via a simple third-person action sequence where you ru around and liberate various owners from their cars. There are also many, many cars hidden in secret locations should you be intrenid enough to find them. Does a certain yellow car with black stripes sound enticing? It probably does. Driver a will crash its way into your lives this Hallowee











#### Alone in the Dark: The New Nightmare

The series that invented the survival-horror genre returns. Developed by Darkworks for Infogrames, Edward Carnby and Aline Cedrac team up for a horrific adventure as amazing as it is frightening. The lighting effects alone are worth the price. Look for AitD:TNN later this fall.















#### The World Is Not Enough

Who wouldn't want the chance to be James Bond? You know, all those nifty gadgets, blowing away had guys without a second thought, and of course all those beautiful women with enticing yet subtle names like Pussy Galore. TWINE, the latest first-person shooter from EA is coming out this fall, allowing you to step into Jimmy's shoes and experience everything he does...well, except the women (maybe in the PS2 version(). This won't be just a total blastfest though; you'll have to use your head to survive. In fact, many missions have little to do with combat-you might be required to sneak through a mansion and do some heavy gambling to complete levels and move on.

We get to blow Bond's cash at Blacklack? Sign us up!







-A

## Torneko: The Last Hone

If you've played Chocobo's Dungeon 2, you don't need to wait until the November release—you've pretty much already played this new Enix game. It's got the same step-by-step dungeon crawl gemeplay, randomly created levels, tons of items and enemies. This one is satually second in a series starring the Dragon Warrior character Torrelor—the first was made for Nithardon's -fill Stume Farrior on but mayer came to the 11.5 cm.













#### WWF SmackDown! 2

Do you like vestiling general's descrit nature if you like vestiling general TRIG is about to which the sensionable one on you carely sensioner TRIG is about to which the sensionable one on you carely sensioner TRIG is about to which the sensionable of the sen











#### **Moto Racer World Tour**

Delighine has teamed up with Inflagramses for this third installment of the Moto Racer billing series. Featuring its Strack based on near-level locations, MRWT offers 3g billies, both dirt and street racers, of 252, 259,05 250 and 500 oct classes respectively. New crash animations and TV-virtue presentation enhance the already excellent control. Look for MRWT to arrive late this winter.











#### Looney Tunes Racing

Just what we need—another cuters (super Manio Kart/Crash Feam Racing found. If you've played any of the previous PlayStation Kart racers, you know what this Inlogrames offering is all about. There is Some charm to the game—it has a lot of recognizable melodies from the cartons, right of the Tlunes characters and us different tracks. With the Acme

of the Tunes characters and 18 different tracks. With the Acme Challenge, you can open new tracks, characters and even artwock in return for accomplishing tasks on the tracks (collect things, shoot enemies, etc.). The progressive power-up system is also interesting since you move up a "ladder" of strength to see botter

progressive power-up system is also interesting since you more up a "ladder" of atmost hor terminal you all and offer of atmost hor terminal you promise you picking up numbered icons on the track. It's nothing too original, but Loonly Tunes Fars can polish their arrils this **fail**.



Two of Warner Bros.' finest team up to fron out some historical wrinkles in this mid-November release from Inlogrammes. Players can expect appearances from Granny, wheely topsenite Sam and seeveral other rold favorities as they guide Bugs and Taz along. Advancement is based on collecting coin-like items scattered throughout each level, so fans of Mario San ad Banio Kaznoś stay truned.













#### Donald Duck Goin' Quackers

Using the Rayman 2 engine, DI Goin' Quackers is a bright, pappy wigglewort of a game. Perfect for younger kids, but perhaps less challenging for olice games. Its kind of like the "rise the enimal" sections of Crash Bandiccot, minus the animal, and minus about 50% of the speed. DI Goin' Quackers is still it an early state, but should be available this Cortober.



#### **Mort the Chicken**

Someone's stealing baby chickens from Mort's world, and it isn't KFC. In Crave's addball combination of a 3D puzzle and platform game, you control Mort who must gather all his lift chickies and deliver them to safety. Along the way you have to peck away (literally) at your enemies, piles of bidseed, and huge eggs that conceal power-ups such as "Corn Missiles." For erayly to cluck and plotte this October.















## Power Spike Pro Beach Volleyball

Take the lovely and talented Gabby Reece, add 45 pro voilleyball players and match-temup in two-on-two tourneys, champlorships and exhibition matches and this what you get. It as simple game no several levels. Control consists of jumping for blocks, attacks for dives and the almighty power spike for, well, sping. We're not sure who Infogrames hopes to capture with this unique title, but we'll find out this fail.





#### The Emperor's New Groove

Disney's newest animated finature is coning to the PlayStation this Newmether, courtey of Sew, This 30 action adventure title looks and plays a lot like Syyro the Dragon (and that's an understatement), but it's got its own unique feet thinks to some very withy humor and a cool kickboning fighting style. There's also a keen first person shooting mode, where you can fire grape seeds at anything that annoys you.













#### **Cool Boarders 2001**

The next installment of snowy goodness is coming to you this winter from 969 Sports. CB 2000 offers over 20 new, multi-path courses, new tricks and an improved create a rider mode. Completing different objectives unifocks new courses, boards and pro nicers. Players can challenge pros such as Took Richards and Michele Taggart to one-on-one-events and book literial attributes. Allowing for new special moves.









#### Championship Motocross featuring Ricky Carmichael

Thirty pro-riders, career mode and create-a-rider modes, a combo system, signature moves and tricks for each rider, plus the ability to play as three-time AMA champion Ricky Carmichael add up to a whole pile of reasons you may want to inspect THQ's latest dirttrack game. Funcom is back in the driver's seat for this one, and they have retained the use of their smooth graphics engine and realistic physics model, along with a nice game engine that simulates the highs, lows and bumps and jumps of motocross racing so well. CMFRC is scheduled to collide with the PS2 launch, right at the end of

October.











#### **WCW Backstage Assault**

Don't have an N64, but want some WCW Backstage Assault action? Never fear, EA is here! This follow-up to WCW Maybern ditches those boring old ring matches for unbolided trailes park paicle in the form of three "leveled" battle environments, 40 useable objects to bash brains with, a buttload of characters, and oodlers of FAV than N64, owners will never see. Look for WCW Backstage Assault to arrive in stores this EAL!















Like Madden, EA's NHL series seems like it's on cruise control. It's basically last year's game with a few more bells and whisties—a new momentum meter, more camera angles, authentic room involvement and additional teams (Ukraine and Latvia). As for gameplay, you can now add "cannon shots" and one-flooted wristers to your scoring arsenal. NHL 200 hit's the stores in September.











#### Deuce

Who would ever expect Midway to release not only a platform game, but a funky/fesh platform game? Deure is a playing-card (you read that right), who trease with a wizard and a warrior, in an attempt to rescue the Royal Family, and thus become crowned a knight. Magic, melecwaspors and more are at Deuce's disposal in this Alice in Wonderlandish adventure. Look for it this Mercember.

















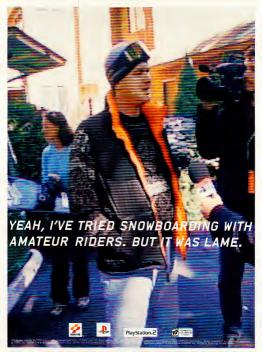


































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**BOOMERANG 64** 



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#### DAHRER IS MY MIDDLE NAME! Dancer Girl is leads of fun. But there's another denomina do-receive

out there, and his name is Danger Mouse. This British redent is loved all around the world, and tons of info can be found at https://www.dangermouse.cog/. Skip on over there to see what DM and his sidekick Penfold are up to.

#### Evil Dead: Hail to the King

Due out in time for Halloween, Evil Dead: Hall to the King takes the Bruce Campbell cut hit and straps it to Sony's 3-2-bit console. Have shotgun and chainsaw, will travel. Get ready to take on the Deadlies through a vast array of prerendered backgrounds that give "survival-horror" a new meaning. Let's hope TMQ and Hauvy time set the earneslay and Hauvy time set the earneslay

thing down in time for its

release



## Danger Girl

Based on I. Scott Campbell's comic book of the same name, Danger Girl is a third-person action game along the lines of Tomb Raider, minus its trademark stiff-as-a-board control. Danger Girl offering three different playable characters. Players will be able to crouch, lump and sripe through a variety of levels. Danger Girl Is almost Syphon Filter-yi in a sery sort of way. THQ plans to have Danger Girl in stores by the time you read this.













#### 007 Racing

The "racing" part of oo? Racing is a little deceiving. This isn't just a racer featuring a Bond theme, insteed it's more like a mission-based action game—each level has some sort of rask, such as rescuing a prisoner or racing against time with a bomb in your car. EA has this game set for a November release, which gives them time to lower the currently insane difficulty level down a notion to two.













The new version of ShootOut, due out in October, plays and looks very similar to lost years, within seems to be the case with gdg Sports' annual crop of games. There are some new player animations, but aside from that, the focus here is added details, like the college draft most better to elige draft more than the college draft more tha













#### NBA Live 2001

EA's roundball series is nearing the end of its champlooship run on the current P5 handware. Bd they save the best for less? The early version we played includes all the requisite Live-style goodles with only a minor assortment of upgrades. One area this year's game focuses on is the low-post game, as you can now perform new up and-under and drop-step moves. Look for NBA Live zoos sometime this fall.



















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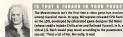












around classical music. In soor, Microprose misesed CPU Bach on the 3DO, developed by celebrated game designer Sid Meier (whose credits include Civilization and Railroad Tycoon). In it, a

#### Gold and Glory: The Road to El Dorado

Based on the DreamWorks movie, UNI Soft's Road to El Dorado is an adventure in the old PC sense of the genre. You'll play as both the movie's main characters, Tulio and Miguel, as you search for Items and talk with characters to solve puzzles and find the lost city of gold in December.



#### The Maestromusic

Ever think you'd use a baton to play a video game? In Global A Entertainment's The Maestromusic, you use a special baton controller fincluded with the same) to conduct the music. You have to vary the speed and strength of your motions, matching them to the required level of the music. Mini-games like "Mr. Pizzaler" (bottom left) unlock when you finish the game, and you can even read up on the featured composers.

















## **RayCrisis**

After a long histus. Working Designs' Spaz label is making a return appearance on the PlayStation this fall with RayCrisis, the sequel to RayStorm and Galactic Attack (remember that old Saturn shooter from Acclaim?). It features all the frantic shooting action you'd expect from a Taite game, and even includes a PocketStation mini-game to mess with. Check out our review of RayCrisis in this issue.





#### Dragon Warrior VII

Finally, It's out! Enix has released the lone-awaited Drazon Warrior VII in Japan (OK, we know it's called Dragon Quest over there), and we (along with nearly 2 million others) nabbed a copy the morning of release. We've only had a few hours with it so far, but we can at least say that if you liked the past games in the DQ series, you're probably going to like this one too. Be sure to check back next month for a full preview.













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# Robonon



Some of these little contragitions put any Federate to shame in the sixtency of the sixtency o

Zap :LV99 HP: 999/999 Boomer :LV

Ttem

Defense

Robopon Escape Evasion

As you can see from the screenshot on the right, buttles play out in a style very similar to the ubiquitous Pokenon.

The Bad. Teo similar to Pokimen in spots.

And The Bade. Pokimen Gold & Silver come out at the same time.

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# Kissin' Cool!



Robopon's instructions suggest a near-endices set of possibilities by using an his possibilities by using a new possibilities by using a new possibilities by using a new possibilities and the parameters of the parameters of the parameters of the parameters of the possibilities aren't endices, they're dam close. Even though your can only use it with chests or in labs, power-ups run the geamet from uscless to utterfy value ble. During evolutions, you can not a predictions to provide the production of the parameters are productions.

gamus from useties to utterly value ble. During evolutions, you can haphazardly add or subtract levels or hit points. Should you run into a door you can't unlock, so problem, just use your remote to open it. There's nothing better than evolving your Robopon only to have random butten mashing increase your attack statistic by so points. In the world of handheld gaming, there are two types of games: the Polketmons and the Polknots. Seeking to capitalize on the success of the former, while offering the impossion of the fatter, Aflus? Robopon weaps Pokemen-inspired gameplay around solid RPS storytelling, throwing in a couple of cool gimmics for good measure. One day, Granda Polep, Litted of seeling his

One day, Crandya Hogle, titled of seeing his Robporn Dispatching Facility stepsets, gives control to his grandson, Cody, Oddly enough, Cody's efforts to his grandson, Cody, Oddly enough, Cody's efforts to rehald the company quickly evolve in the history million of the company of the company of the company of the million White Joseph on collect, evolve and train through a series of one-on-one battles, the grow unashamedly million Million Off Krandrick. Thankfully, though, it also breaks this mold in a number of wais.

number of ways.
For statters, Robopon's battle system is much more divines, five a copiler new attacks by prothesing and finding software packages, which fall into five elemental categoriese earth, wind, warmer, effectiving and five. White each profess of both and an advantage of the state of the state

maneuvers. Combine this with inherent strengths and weeknesses based upon the alternemetioned elements, and withy out have it more than go and the strength of the strength of

Robpon can't eolow at all. You can also choose not to to evolve your IT froot buddies, inseled oping to to evolve your IT froot buddies, inseled oping to upgrade their CPU and software characteristics. In addition to Introporating the one-one battle and training opitions found in Pokimon, Robpoon's works. There's a jumping contest, a shield mode to the most online to present the soft works. There's a jumping contest, a shield mode to works. There's a jumping contest, a shield mode to see who can take the most punishment, and an arm mode to see who can take the most punishment and an arm mode to see who can take the Robpos on the moth as well.

The cartridge itself contains a GB KISS infrared port. It also has a built-lin real-time clock and speaker system, alerting you when something is happening in the game. Top it off with a quirky bigbusiness sub-plot and Robopon might just have enough to stee out off Pikachris wreat sharlow.











#### Alone In The Dark: The New Nightmare

Looking at these screens, the first thing that comes to mind is. "That's on GBC?!" The answer is an emphatic "Yes." Whether the final version will be able to handle the slated background and sprite scaling smoothly while retaining its high-quality appearance remains to be seen, but the game looks fantastic so far. Let's hope AITD succeeds where the fabled Game Boy Color version of Resident Evil failed.



### Star Ocean Blue Sphere

Tid-has itself is developing this seque to their PlayStation RPG Star Ocean He Second Story. The Game Boy edition features 16 characters – Including many from Second Story (ecognize any from the screens here?). You control a single character during combat (the computer controls the other two) and take on enemies one at a time.











Like its PS and DC big brothers, this little pup features half pipe, dirt and vert action. Mat along with seven other pros are evaluable for single-pipers action only (unfortunately there is no link play). As you can see from these pics, the emphasis is on mid-all tricks and maneuvers. Hoffman GBC is set for a November release.







#### **Mario Tennis GBC**

Looks the we greated right is for slower back with offer tast Markin from the May — Look with the Color existent in the May — Look below Color existent in the Markin St. The Schools In the Days and early surply and the M.S. It is besized by a beginning to the Markin Color with the Markin St. The Schools play and early surply and the Markin St. The Schools In the Markin Markin St. The Markin St. The Markin St. The Markin St. The Characters to the Markin Stendam St. The Markin St. The Markin St. The Characters to the Markin Stendam St. The Markin Stendam St. The Markin Stendam St. The Characters to the Markin Stendam St. The Markin Stendam St. The Markin Stendam St. The Markin St. The Markin Stendam St. The Markin Stendam St. The Markin Stendam St. The Link Color In two Stylers primer. Cambel the tame for Markiness to work speciality and the Markin Stendam St. The Markin Markin Stendam St. The Markin Stendam St. The Markin Stendam St. The Markin Markin Stendam St. The Markin Stendam Stendam St. The Markin Markin St. The Markin Stendam St. The Markin Stendam St. The Markin Markin St. The Markin Stendam St. The Markin Stendam St. The Markin Markin Stendam St. The Markin Stendam St. The Markin Stendam St. The Markin Markin St. The Markin Stendam St. The Markin Stendam St. The Markin Markin St. The Markin Stendam St. The Markin Stendam St. The Markin Markin Stendam St. The Markin Stendam St. The Markin Stendam St. The Markin Markin Markin Stendam St. The Markin Stendam St. The Markin Markin Markin Stendam St. The Markin Stendam St. The Markin Markin Markin Markin Stendam St. The Markin M

















#### MECHANICAL MICROCOSM

You probably know that Micro Machines, the teys, have been ansurd quite availed, but you might not know that there's been so many Micro Machine-therned video parses. It's one of the quietest monster franchises. There's Micro Machines and a Twin Turbe (pictured left) for the RES and GBC, Micro Machines 64, Micro Machines by PlayStation, and finally this one for the GBC and Micro Machines 4, Josoo for the PsylyStation.

#### MTV Sports: Ultimate BMX

Six pro riders, signature moves, reallife sponsors, customizable biles, and dirt, street and vert modes all add up to one funky BMX game. Apparently, a large number of tricks, both land and ait, have been implemented. Iricks such as the Superman Seat Grab, Indian Air, zoos and grinds can be used over the six courses. TMQ will publish the game this fall.





#### Micro Machines V3

It appears that **Network Technologies** deleving one of the few GB Otles that remains true to the console version. As the name implies, you race "micro" vehicles on tracks that range from a diliner table to a pair of pants. There are eight different tracks, say whichles, and an eight player mode that gives this game the notential to be one of the better GBC.







## Little Nicky

Mirroling the story of the upcoming Adm Sander file, Little Nicky charges the player with 14 platform levels and close to a does mind sames, A sold close to a does mind sames, A row (I ray, " How Ubi Seft will keep the ESSB happy remains to be seen—pligtal Ectipse has apparently keep the Sandler spiff, for better or for worse. Nicky GBC will be singeling shelves Nov. 27.





# Who Wants To Be A Millionaire-2nd Edition Get with Regis and company in the handheld version of the runeway hit TV















# WHO SAID FANTASIES HAD TO BE FINAL?

WONDERFUL VISUALS OF AN EXPANSIVE NEW ENVIRONMENT TEEMING WITH FANCIFUL MAGIC AND FASCINATING MONSTERS." - GAMER'S REPUBLIC

A young magician is sent by his King to

investigate the strange happenings on the Island of No Return. Armed with his sword and his natural talent as a sorcerer. Cain attempts to be the first person to return

from the island alive. Legend has it that magical powers are at rest on this island. It is inhabited by numerous beasts, enormous dragons, and magical items that were supposed to be buried long ago. As Cain, the player

must solve several baffling scenarios whilst keeping his hide intact in his search for the ultimate magic ring

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#### Kirby Tilt 'n' Tumble

Nintendo recently released Koro Koro Kirby, the Japanese version of what will be called Kirby Tilt "n" Tumble in the U.S. when it's released on Dec. A. The tilt function of the cartridge works really well. Only problem is that it's a bit of a chore to keep it in direct light while moving around. Each level is divided into four sub-levels, ending with a boss. There are often multiple paths to take, some not-so obvious. You'll be forced to float through the air by inhaling balloons, steer rafts over river currents, and ride on moving clouds to get past the game's tough levels. Finding a large blue star hidden in each level gives you a chance

to take on one of five mini-games, including a dancing game (top left) and hurdle race.













## **Pokémon Crystal**

Gold and Silver just weren't enough Kintendo will release Pokémon Crystal in lanan on Dec. sa to coincide with the release of the Mobile System GB adapter (see Press Start). The biggest addition in Crystal is the ability to trade/battle mons over a cell phone! Each monster has been given new entrance animations for battle. and there's a new "mystery" girl sporting silver/blue hair (shown at right) who could be a main character. Crystal will come to the U.S. in 2001. Nintendo is still figuring out how to implement the cell phone feature for the U.S. (it may use normal phone lines instead).





#### **Parallel Trippers** One pleasant surprise at Space World

Grandia

was Hudson's announcement of Grandia for the GBC. The unique battle system remains intact, and it seems like most of the characters are from the original game as well. Grandia will hit Japanese stores on Dec. 15. As of yet no U.S. release date has been set, but hopefully Ubi Soft is considering it.



















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# SUPER RUNABOUT

SAN FRANCISCO EDITION RAPH



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Everyone knows the shortest distance between two paints is a stroight line... especially when you go over, under or through onything in your woy! Whiteknuckle it through the streets of Son Francisco in Super Runobout. the ultimate ac-onywhere driving gome far the Sega Dreamcast. Drive anywhere yau want through parks, buildings, garages ond mare... just dan't let silly things like traffic laws get in the way of a little fun.



"...moy just give the toxi boys a run Gomers Republic, April 2000

"Take the ployability and polish of Crazy Toxi, throw in the seamy underbelly of GTA 2, then odd a healthy dose of the interactive factor found in Destruction Derby..."

-Official Sega Dreamcast July/August 2000



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#### BACKYARD BIOGRAPHY

These Backyard games for the PlayStation and GBC have come out of the blue, making our heads spin. Apparently, they've gained some attent on the PC as kid's games that emphasize character and teamwork. For example, grouping kids friendly with each other strengthers the overall team: Right now, there's football, soccer and baseball, with plans of more to come. If you want to know more about these, go to www.humoneoussports.com and enjoy. Diapers not included.

#### **Backyard Football**

As If the PC and PlayStation versions of this younger-skewed sports title weren't simple enough, Humongous Entertainment is bringing the game to the GBC this fall. Here's a few kiddified pros such as Aikmen, McNair, Seau, Bledsoe and Favre, but don't be fooled-there is very little real to the game aside from throwing to your open receiver. Who knows-it could work just perfectly for the small Game Boy screen.





#### **Balloon Fight GB**

Available only through the Nintendo Power distribution service at Lawson convenience stores in Japan, Balloon Fight GB is a modern take on the classic NES title (which is also included). Fly through multiple, auto-scrolling levels collecting balloons, all the while avoiding sharp objects. While BF's graphics are upgraded, the gameplay is the same "loust" technique. Flap your arms to stay affoat and avoid the obstacles. It's available now in Japan.





#### **Legend of Starfi**

There's trouble in the sky kingdom of Tenkai. Accident-prone prince Starfi has been marooned deep in the ocean. Run, jump and spin bash your way through watery dangers as Starfi in this side-scrolling platformer, similar in style to the Kirby games, Starfi lands in Japan courtesy of Nintendo this December.













#### Pokémon Puzzie League

Apparently, Wintendo wants to halt all productivity here at the EGM office, and Pokémon Puzzle League is their tool for doing so. Take the über-addictive Tetris Attack and toss in those lovable Pocket Monsters and you've got a game that'll keep us occupied for months. Work will grind to a halt this February.













#### Rockman Battle & Fighters

A few years back Cancom released a series of Mesa Man fighting games in the arcades. Consisting of two separate titles. Rockman: The Power Battle and Rockman: The Power Fighters, each ignored the series" platforming routes and featured one-on-one matches between Mega Man and various hosses from earlier games. Now. five years later, NGPC owners are treated to respectable renditions of both on a single cartridge: Rockman Battle & Fighters.





#### Cotton

Had the NGPC not notten the axe, namers this fall would have earned the privilege of playing one of the most time-honored representatives of the shooter genre, OK, so maybe Cotton isn't exactly R-Type or Gradius. It is, however, a five-level shooter full of cute fairles, ghostly enemies, magical power-ups, and a cantankerous witch. Although "pocketized," all the same bosses. power-ups, and cutscenes from the PC Engine original remain intact. If you're hungry enough, the Asia market release (out now) is in





#### **Ogre Battle**

One part 98% and two parts storage, Oper Batter, New Kork Wall Wayne, properties the trapped yields in SKRs cut the the American miskel. Similar to the SKRs cut them the American miskel. Similar to the SKRs cut them the American miskel. Similar to the Control of the SKRs cut the Control of the SKRs cut the Control of the SKRs cut the Control of the













#### Evolution

What is the rarest English legauge New Fee Docket misses figure up 1 Hist. Evolution. The extra revolves a round Ming, a young adverture called on an protect the world from the evil 5th Empire. Using his tracts (plane weapon, he and his cabority, Linear and for New Age, methat up on a 1 Her life with thum-bead be altering and 6th high jirks. Yeek, It's exactly like the somewhat underwhelming Drawmast series of the same name, but Vestician exactly in many course and produced 15th Co.







YOU DEFEND YOUR HOMELAND. YOU DEFEND ALL THAT IS GOOD

BUT FIRST, YOU MUST DEFEND YOURSELF.













You are the very first dragon slayer, a fearless here who must combat the most horrific of enemies. You will vanguish evil, marry the heroine, and continue your beroic legacy with each new generation. You will fight as 9 brave characters in 3 action-packed storylines, and battle to prove your worth, your might, your Dragon Valor.



#### SlashOut

Pseudo-sequel to the Sega arcade game SpikeOut, StashOut takes the same basic idea -- up to four-player simultaneous free-roaming fighting. with combos and special moves - and places it into a swords andsorcery setting. Gather gems from defeated enemies to gain levels and strengthen your characters. Hopefully this Naomi game, out now in











#### **Planet Harriers**

Who else has been praying for a Space Harrier follow-up? Amusen Vision (formerly Sega AM4) has stepped up to the plate and delivered a two-player simultaneous hybrid of Space Harrier and Fantasy Zone. Choose from four different characters to blast through wave after wave of 3D shooting action. Keep your hit percentage up to make more money and buy better weapons. No word on a U.S. release yet.











# be will rise again!



# NOVEMBER 2000

















#### PHOTOGRAPHY BY RAFAEL FUCHS

don't know if you've ever seen a million PlayStation 25," Kaz Hirai, chief operating officer of Sony Computer Entertainment America (SCEA), says. "The most I've seen at once was 50,000 in a huge warehouse, and it's unbelievable how much space that takes. The logistics of moving a million units for launch day-I'm not going to say it's as difficult as launching the space shuttle, but it's pretty close." Something tells us Sony

will figure out the logistics just fine. Regardless, it ain't our problem. We got a launch party to throw. And when Sony's first batch of 1 million PlayStation 2 units hit U.S. stores on Thursday. Oct. 26, we reckon we won't be the only gamers phoning in sick and calling over pais to play with the most powerful, most stylish. most "midnight-black" game console on the market. Without a doubt, the PS2's launch will mark the biggest 24-hour event the games industry has ever seen. If our math is right. you'll have more than 20 games to choose from on day one-not to mention thousands of DVD flicks. It's almost too much

absorb in one day Relax-we're here to help. Within this massive article, you'll find a complete guide to the first round of PS2 games and peripherals, an in-depth look at Sony's gameplan, and smaller articles written by experts on DVDs and the audio/visual components that'll squeeze the most out of your new system, In short, you'll find everything



you need to get your PS2 launch party off the ground. (Our only warning: You'll need to supply your own models and posh, poolequipped party palace.) Or, at the very least, this feature will help you decide if you want to ignore the whole shabang and wait for Xbox and Gamerube

But before you even think of setting this solree started, don't forget the most crucial step of all; nabbing a PS2. Now that's not going to be easy if you didn't preorder a system. Game stores Babbage's, Electronics Boutique and Funcoland are still taking preorders, but at this point it's too late to get in on the initial launchday shipment of a million systems. They're pretty much spoken for (unless you hop in line - see sidebar). So how long will you have to wait if you miss the system on day one? Sony is planning to release another 2 million consoles in the U.S. by the end of its fiscal year in March-and we're told these systems will hit sooner rather than later. "The important thing really is for us to take those remaining 2 million units after launch and frontload them as much as possible before the holiday season," Hiral says, "We're trying to meet the preholiday and holiday demand as much as possible."

One thing you won't have to worry about on Oct. 26 is a lack of games. As of press time, 40 titles are set to hit the PS2 at launch or within a month after. And Sony hasn't even announced its lineup of first-party launch games yet. You'll find a complete guide to all these titles later in the feature. But beyond its record-breaking debut, is

the PS2 really guaranteed a lifetime of supply of titles from the bigname developers and publishers? While the obvious answer might seem to be "of coursel" consider this: Both Microsoft and Nintendo have more powerful consoles on the way next year-and some publishers have confided that Microsoft is easier to work with than Sony. What's to keep publishers from jumping Sony's ship? "We're making sure, first and foremost, that we have a successful launch so we can grow the installed base of the hardware as quickly as possible," says Hirai, "because at the end of the day, when you have a large installed base, that's a bigger business opportunity for all the companies that publish on that platform. And we have a fiveyear track record now of developing and nurturing our relationships with the third-party publishers, through co-promotions, comarketing and lots of interesting things to support the platform and their titles as well."

In other words, Sony's saving that if they throw the biggest party in town, everybody'll wanna come. Simple as that. In fact, Hiral says he isn't even sweating the other euro right now. "The truth is our biggest competition is not necessarily traditional competitors like Nintendo, Sega and Microsoft," he tells us. "We're really trying to offer a compelling entertainment experience so that people will play the PlayStation 2 as opposed to seeing a movie or going out to play pool with their friends. Any type of entertainment, really, is our competition."

#### PS2 QUEST

Whazzat? You say you didn't preorder a PlayStation 2? Then surely you're s' out of I', right? Wrong. As of press time these stores and Web sites haven't begun PS2 pre-order programs. They may be your best bet for nabbing a system this October, just be sure to check in with them early and often.

- Best Buy
- Circuit City
- · Wal-Mart
- www.ncsx.com
- · www.buygames.com
- . The JC Penney Catalog
- CompUSA
- Target



Price: \$300

www.galantcom.com

These PS2-styled speakers are the perfect choice for pumping sound out of your new system. Not only does the set include a remote, five minisatellites and a subwoofer, it comes with a Dolby

Digital 5.1 amp. Not quite as fancy as the components listed elsewhere in this feature, but still a solid setup for the price





Bold words, sure, but we don't doubt Sony has the brand recognition, marketing muscle and vast library of games to get what it wants. So the only big question left is, what's next? Hiral offers no new details on the PS2's broadband network, which will launch next year along with the hard-drive (ethernet-port peripheral. We know Sony is lining up partners now to provide digital movies and music for the notwork, as well as episodic games, dynamic in-game advertising and other broadband applications - all in addition to traditional online gaming and Web browsing.

But a year is a long time to wait in this industry. Seea, meanwhile, is kicking off its own online-gaming revolution with SegaNet - while Sega officials point their fingers at Sony and say the PS2 is jumping the gun by going straight to broadband connectivity. "We've heard a lot of people say, "Why don't you start with a conventional modern and then move up to broadband?" Hirai says, "But we don't want to dilute the picture by offering something we don't think is truly compelling in terms of the infrastructure. And with the PlayStation 2. we may be able to accelerate the deployment of broadband connectivity because of the types of entertainment we'll have to offer. Hopefully people will start calling their cable companies to say. When is cable-modem connectivity or DSL coming to my neighborhood?"

No doubt about it - Sony is cocky. But then, with more than 70 million PlayStations sold worldwide, they have every right to be.

Even now on the brink of the bloodiest console war in gaming history, the company has no intention of changing its gameplan or softening its policies with third-party publishers. "I think one of the reasons we've been successful is that we've always stayed true to our vision." Hirai tells us, "and our support for broadband is a good example of that. And did I mention backward compatibility? How many reasons for the PS2's success do you want here? That's plenty for now. We're excited. Let's get this party started.

# FIREWIRE AND HUR

Price: \$60 (hub), \$30 (cable) www.belkin.com

Like the link cable on the PS but a hundred times faster, FirewWire cables allow you to join two PS2s in unholy matrimony. Nicer still, get yourself a FireWire hub and slap together a



Electronic Gamine Monthly - 101

Crash & Bash your way through eight hazard-filled environments



Supercharge your vehicle with a turbo injection of high-speed energy



Play Off-Road bumper cars with split-screen head-to-head racing



Smoke your opponent in Battle Mode. One of five hair-raising modes of play













Tyco" R/C Speed Wrench" vehicle also available. Sold asparatols, Batteries not included.

Tyco...That's How You Spell R/C"







# THE GOODS

### **VERTICAL STAND**

Standing the PS2 on its side is a

great way to save space in y ter soluren on this stand before drunken tip over your machine

Here they are: all the basic ingredients for your launch party (well, except for the models and masser oils).

But you might need to cash in your college fund to 😝 ev ne of the first-party eripherals due on Oct.

## SONY PLAYSTATION 2

MSRP: \$299

The party machine itself doesn't look much different from the Japanese model that launched in March-at least from the front. Its

wored by a plastic hatch, in place of the Pl slot on the Japanese model. It's here that

ayStation 2. Just pop in a

## DON'T BE AFRAID OF THE DARK.

BE AFRAID OF WHAT'S IN IT.

"Alien Resurrection is the most technicolly superb game available on the PlayStation"

PSExtreme

"Compelling gomeploy and genuine tension set Alien Resurrection above all other FPS gomes." Gamers Republic









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the rivalry and spirit of college football. It'll get in your head and stay there.

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## FIVE LAUNCH GAMES YOU MUST BUY

We locked ourselves in our party room with the PS2, a big-screen IV and all the launch titles we could get our hands on. When we emerged days later, shaken and stained, we declared these five games the ultimate showpiece titles for your splift new system. Bust out your credit cards—you'll want to nab all five of these games within the first week of the PS2's splashdown...





100,000 Number of PlayStations Sony

Number of PlayStations Sony shipped when that system launched in 1995

1 MILLION

Number of P52s Sony is shipping for the U.S. launch

## RIDGE RACER V

NAMCO
These teoding for a pura arcade
meling experience simply can do
better than Ridge Rater V. Namco's
uses ripping up the racing canks to a
long time, and RIV feels tike time
consummation of everything they've

long time, and RRV feels like the communities of everything they've least of. Nothing comes close in terms of send, graphics, so do control this Octor on lies, we set you got the first Ridge Nation with your



origiful PlayStation, and RRV of finitely makes it worth continuing

# SMUGGLER'S RUN

ACCOSTAR CANAS

An along surprise, Proceedings of usually the first discommit fook for a much have defined title, but Sauggler's Run is a combination of everything that made Oriver and



Gray Taxi great. You've haver seen environments this huge before, withen follow thissis no befores or just drive around breaking stuff and turning over cowe. No matter how you'd cide to play, Smuggler's Run le you'd have for way'one.

miscrenic damaing Manualy - 180

#### TIMESPLITTERS

When It came time to pick the finel is used to be about the same, we got listo a final or delicate will the staff wanted this reaching in a little to the staff wanted the glorious.

which has a substantial wanted the storious witchfest Silpheed: The Lost Planet Both games have an excelent pedigree (TimeSpotter's was developed by the guys who made Golden Eye; Treasure and es Silphed But in the end, we went with



TimeSputters. It's fast, fun, sikysmooth (even with four players) and packs an incredible level editor, just be sire to natice multitep.

#### AND THE REST ...

lust as with the launch of the Dreamcast, the PS2 is set to make its U.S. debut with dozens of games hitting within the first month. And as with the DC's launch, we expect many of these titles will slip past their release dates. We don't mean to spoil your party-that's just the way things go as Sony and the third-party publishers jostle their lineups so everything doesn't hit at once. Nevertheless, we've assembled this allinclusive list of "launch window" games that, as of press time, are confirmed to hit stores between now and the end of November. Note that games with black titles are set to hit on or even before launch day.



Crave

No WipeOut? No problem? This game has the looks and depth to suit your futuristic racing needs, but the lack of a two-player mode is something that could send this racer crashing into the wall.

SWING AWAY GOLF

EA Sports Fans of the Hot Shot Golf games will feel right at home with this easy-to-

learn title. Think of it as Hot Shots Lite. READY 2 RUMBLE ROUND 2

Midway

In this sequel you get to pound the far out of Michael lackson and Shanuille O'Neal-what more could you possibly ask for, Indiana Pacers fans should especially love it.

ESPN WINTER X GAMES SNOWBOARDING Konami

Just in time for the Olympics, Konami's ESPN-licensed sportster looks incredible, and should provide fans of button-mashine tactics plenty of action. Check this one out if you need that thumb-busting sensation only TAF can provide

ESPN INTERNATIONAL TRACK & FIELD

The classic Track & Field rapid-tap gameplay hits the PS2. You get more than 12 events, including the 100-meter dash, long jump, weightlifting, gymnastics and skeet shooting. Heck, even the world's fastest man, gold medalist Maurice Greene, endorsed this thing.

SILENT SCOPE Grab a sniper rifle in the home version of Konami's latest quarter-cruncher to rescue the president's daughter from kidnappers.

WILD WILD RACING

Interplay

True to its name, this game packs some truly inspired racing modes and a freaked-out physics model that'll have you rolling and bouncing all over the mountainous courses

**GUN GRIFFON BLAZE** Working Designs A surprise entry from Working Designs, it should satiate all the hardcore types out there who long for big mechs and even bigger explosions.

SILPHEED: THE LOST PLANET Working Designs Developed by Treasure (a name shooter fans worship), this one didn't make our top five only because we hadn't played it by press time.

If you like 3D shooters or 8-Movie action flicks on Ginemax, you should like this game, which borrows from each.

Go back to a time when feudal lords solved their problems on the battlefield.

Orchestrate epic battles to become ruler of the free world. THEME PARK ROLLER COASTER Design and build 12 different coasters across eight levels, then fill the rest of

your park with sideshows and other rides. Don't forset bathrooms. ORPHEN Activision

This action/RPG based on a Japanese anime boasts plenty of platform jumping, dungeon exploration and semi-turn-based fighting.







ESPN INTERNATIONAL TRACK & FIELD





# PARTY FAVO

HISR MOHSE Price: \$30

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is within your power. You will hear your enemy sneaking cowards you from any direction. The FourPointSurround "FESS000 Digital speakers surround you with razor-sharp sound clarity, power for the most intense gaming, and bass that will loke you in the chest. If that's too much to brandle, the

FourPointSurround\* FPS1800 or the FourPointSurround\* FPS1500 speakers deliver true-to-life surround sound that no real gamer should be without.

You can still choose to "play by the book" just don't come whining to us when you lose.









#### INTERACT GAMESHARK

Price: \$50

www.gameshark.com

InterAct will release a PS2-specific version of their popular cheat-generating software, but not until after the system's European release on Nov. 24. Like the newest GameShark CDX for the PlayStation, the PS2 version will come in CD form. PARTY FAVORS

Agetec





ETERNAL RING

This action-RPG tooks nice, but it doesn't offer much more than the original King's Field in the gamepley department.

ARMORED CORE 2 Agetec Huge mechs, heavy combat and beautiful graphics collide in this new installment of the popular PlayStation series.

MIDNIGHT CLUB Rockstar Rockstar's other launch game. Picture Smuggler's Run in New

York...kinda. It might miss the launch window by a few days. EVERGRACE

Developed by the lads who made King's Field, Evergrace is another action-RPG that's heavy on swordplay and light on

STUNT GP Titus Can't find a sim-racing launch game that revs your throttle? Try Stunt GP, in which you string together stunts for big combo points.

TEKKEN TAG TOURNAMENT Namco Got Tekken? Namco serves up a sequel with the benefit of tae battles.

a bowling mini-game and some amazing-looking graphics. DYNASTY WARRIORS 2 Knei

Throw thousands of enemies on a feudal battlefield against you, a warrior with a bloodthirsty sword, and you've got a carnage-fest. IC0

SCEA This high-minded puzzle-adventure game is an ambitious attempt to tell a story about a boy trying to rescue a princess by using extremely detailed visuals instead of voice-overs or text.

STREET FIGHTER EX3 Capcom It ain't a very impressive-looking PS2 game, but SFEX3's cast of 20 fighters and classic EX play provide an old-school alternative to Tekken Tae Tournament.

DEAD OR ALIVE 2: HARDCORE Multiple-tiered stages, tons of secrets and even more characters, DOA2 Hardcore takes it to Tekken Tag Tournament and delivers a sucker-punch.

Super-fast tag-battle action at your fingertips FANTAVISION SCEA

An addictive and fun puzzle game where you connect the colors of fireworks and set them off to create a brilliant virtual light show SUMMONER THO

Role-playing fans will find much to love about Summoner, one of the most dazzling titles in the launch window,

RC REVENGE PRO If this game plays as well as the PS version, and looks this good, it may be a sleeper hit.

OF A HILL STILL AND Konami Konami's Gradius series is the granddaddy of horizontally scrolling shooters, and these are the latest two games in the series on one disc.









MONSTER CARLES

# Price: \$30-50

www.monstercables.com

You've just spent \$300 on a sophisticated game machine that doubles as a piece of hi-tech A/V equipment. So it only makes sense you get ahold

of the hest rables money can buynamely, standard

A/V, S-video and component Monster Cables specifically designed for the PS2.



# The battle begins when life ends.

Ragnarok, the apocalypse, is approaching. Your ultimate purpose will transcend life itself From the creators of 'STAR OCEAN: The Second Story' comes Valkyrie Profile™ a stunningly beautiful RPG adventure with a story like none before.

Your mettle will be tested as you face tormenting decisions involving powerful issues of love, death and revenge. Destiny

hinges on your choices, and your ability to recruit and train the souls of fallen warriors for a war between the gods. Heed the call. And find

out why death is only the beginning.

















Number of PS<sub>2</sub> titles that Sony nonmicar wa'll see in the U.S. by April 1, 2001



**EA Sports** 

Konami

Ubi Soft



This is looking as good as Madden NFL 2001, and even better in some ways. There's nothing like being able to see the player's expressions of lov-after he's punched someone's teeth out.

#### ESPN NFL PRIMETIME

Konami Sick of come-inducing Madden and Summerall commentating on your football game? Maybe it's time to give Chris Berman and Tom Jackson a shot in ESPN's first NFL video game.

#### ESPN NBA TONIGHT

After floating between the PS and PC for a few years, this game is finally going to bring Stuart Scott into your living room.

THE ROUNCER Square EA

Square has yet to put a game under the graphics, kind of like William Shatner and toupees, but the screens still look delicious. So here's hoping Dream Factory gets the gameplay down. It could be ground-breaking.

F1 CHAMPIONSHIP One of three F1 games slated to come out on the PS2, Ubi Soft continues

their critically acciaimed series on the powerful new hardware.

If you haven't played this fun nD adventure game on the N64, Dreamcast, PlayStation or Game Boy Color, well, here's your big chance. LucasArts

#### STAR WARS EPISODE 1: STARFIGHTER

We wanted to include this incredible flight-combat shooter as one of our five must-buy launch games, but unfortunately it doesn't come out until the end of Navember.

#### UNREAL TOURNAMENT

Infogrames No internet play, but a four-player split-screen should make up for that, It's runnine fast and since Quake III won't be out until much later, UT is the only other frae-fest besides Time Splitters.



Square's Vagrant Story looks fine without any fancy hardware tricks (top)but switch on the PS2's smoothing option and it looks even prettier (right).







GO RETRO

Amidst all the hubbub and hot new games of your PS2 launch party, it's easy to forget one of the system's coolest features: backward compatibility. But remember, the PS2 not only plays PS1 games, it enhances them, too. Switch on the "smoothing" ontion and the PS2 filters the textures on all the polygonal models in your games. In other words. pop in something with a lot of real-time visuals-Dino Crisis or Medal of Honor-and everything becomes cleaner and much less pixelated (you'll especially see an

improvement in games that show detailed textures up close). You won't notice any difference in games filled with prerendered stuff, like the environments in Resident Evil or Final Fantasy VIII (only the polygonal characters in those games will benefit from smoothing), if you want to see this effect in its full glory, we suggest you pick Yandal Hearts, Metal Gear Solld, PaRappa the Rapper, Tony Hawk's Pro Skater 2-anything with large textures.

The PS2 also gives you the option to speed up the loading times of PS1 games. Most titles we tried loaded about a third faster with fast loading turned

on. But this feature only seemed to improve load times within the game (say, between rounds or levels); it didn't actually speed up a title's initial boot time. Also, fast loading can mess up the visuals in games designed to constantly stream data from the disc. But before you decide to break out your PS classics and add a retro twist to your party. you need to keep a few things in mind. You can't use your PS2 memory card to save PS1

games; you need to use a PS1 card (so don't go throwing all yours away). You can use regular PS joypads and Dual Shocks with the PS2, but only with games that don't make use of the Dual Shock 2's analog buttons. Finally, you can't use your PS multitap for PS2 games; you'll need to buy the new PS2 multitap.



# FORCEO-FEEDBACK

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#### BANNED TN THE IIS A

Believe it or not, this early concept for the Donkey Kong 64 cover (EGM December 1999, Issue #125) wgsn't opproved by the powers that be at Ziff-Davis nor by anyone other than looney EGM editors Perhops it had some thing to do with the way CENSORED the ope's hand was aripping the shaft of the rather large

banana, Or maybe it was the piacement of the hairy coconus near the base of the shaft. Whatever it was, this early concent never saw the light of day. It's too bod, really, Stay funed for other covers that never quite made it to the newsstands

FGM'S COLLEC-TION OF MAIL FROM INMATES KEEPS GROWING

We've always felt we had something special doing on here in the pages of EGM, but perhaps we didn't regize the impact we make month after month on those less fortunate than ourselves-namely, gamers who are in prison. Time and time again, we receive letters from inmates asking for tips or cheats for a game, or others simply soving helio and thanking us for giving so much gaming info in every issue. And still other times we receive strange scrawls from inmotes who no on and on about things we would rather not hear about (some addressed to specific editors), or some sort of body hair that we hope wasn't intentionally placed in the envelope. Whatever the case, thanks to all of you immates who keen reading EGM. One question though: is if true you can't play video games in prison?

#### VIDEO GAME STARS BAND TOGETHER

Not long goo registic facemapping was a mere dream of developers. Now it's commonplace-although, not everyone is happy about its current state. Recently, a group of stars from a variety of popular video games held a press conference to voice concern and disgust over the quality of face-monning textures used on their polygonal characters in names

"It's ridiculous, and I shan"t stand for if any longer," declared Bruce Willis, stor of Neversoffs Anoralysse 1 sounded like myself, but I looked like someone wearing a Bruce Willis

True, most sports and movie stors represented as characters in games seldom express true facial expression and emotion. Instead, they often just stand there with a blank stare and a posted-on smile, bouncing

slightly. Worse still most of the time if a star's voice is used in the game, the polygon version's mouth doesn't even move

One star who would rather go unnamed evaluated how sense it is to see himself in a game. "I look like an emotionless corpse." A supposed World Wor II veteron of the rolly was particularly disturbed with the lack of detail in the faces of Allied and Nazusaldiers in DreamWorks' PlayStation first-person shooter Medal of Honor, Strangely, this man admitted not being directly involved with the project in any way inter became detanged

and had to be detained by ani-Hopefully, new and upcoming technology in systems like the Dreamcast, PlayStation 2 and X-Box will allow for more realistic representations of video game stars 🚓

mal control

#### (N)INTENDO FINALLY GROWS IJР

in an attempt to show gamers of the world they no langer cater to a strictly kiddle audience, Intendo plans to release two blood and feces-saaked M-rated comes and one other either unique file on its whimsically code-named Flagor system (other name nimors include Starfun Linde limmie's Super Fun-Time Machine and FunBax 642). A hunting simulator starring Flanjo from Flanyo-Kablooic fame is the first "adulf" game for the upcoming powerhouse. instead of hunting for salmon, fruits or berries, you control Flanjo, searchina for unarmed campers who leave food outside of their tent, After rummaging through the trash, you earn points for learing these campers from limb to limb as they sieen. Extra points are awarded for slaugh-

The next game, another type of murder simulator, puts you in control of Inlando-star Mariccia. As a hitman for the mob. your job

tering children.

is to take out key people from rival aggresser families Points are awarded for accuracy and blood splatter in a strange twist to an otherwise realistic little. Mariccio is accompopied by his coked-up diposour pol Yperi.

on a number of jobs. Highly ensues The final game in the lineup is a shuffle board simulator geared to older gamersthose 55 years old and above. Taking full advantage of the system's graphical capabilities, Shuffle Board 642 is sure to be one of the most impressive additions to the new system's growing library. "We realize there is a seament of the aaming public out there who happens to be really old," says on Intendo spokesperson, "and they want to play games created specifically for them." Although details are still sketchy. there is talk of an art it dinner add on from a third-party peripheral manufacturer.

We're taking so-called adult games to a whole new realm."

# HOT & NOT

The EGM Hot & Not list-a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and more. Note: Particular entries may or may not coincide with the opinions of particular staffers Send yours to shown smith@ziffdovis.com

• P52 Madden NR. 2001 P52 Survivor Finale Syrvivor II · 5-lion Voltron

 Virtuo Tennis ods • Big Brother # Consorship of D2 . Shown going back to sch · Canada in the winter Trailer-park Voltron

# YOU COULD WIN!

It's Very Simple: We're Giving Away A Bunch of Stuff for Free



As you may or may not know, we get a lot of cool tiems from the companies we deal with on a regular basis. And yes, we do appreciate them, but all too often after looking at them for a while they end up sitting in samebody's cubicle or getting stored in a cabinet. Stuff like hals, shirts, pens, pieces of plastic, toys, games and other such things. So we thought, "Let's poss some of this fodder on to our readers, instead of just having it lay around." After all, better you enjoy this stuff than us. Like last month, read the instructions below, send in a postcord and you might just be picked as the winner! This doesn't cost you profition... We as simple as sending in a three-inch by five-inch postcard with your name, address and share number on it to the address below. We'll then ack one whose in a lew weeks, and send out the goods

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#### Jeannie Rosebeary of Wenatchee, WA LEGAL STUFF

### WEB SITES

Thank you to all who continue to send us sites. We love checking them out more than we love G.I. Joe and Cobra T-shirts. As usual, here are all kinds of sites. Weird, caming-related, zanv. funny, cool, stupid and so on and so forth. Send Web site submissions to shown smith@ziffdavis.com

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## WORD FROM ESAK

Hello, gaming friends. It has been some time since we last spoke. but I am back for now. I was in my home country of Turkey most of the time, training with Mohir and generally having good times. Did somebody say homemode wine? I know I just did. I am here today to talk about video game violence. I ask you, who cares? There are children starving in many places and people do not mention this What about the nuclear bombs in hidden shelters around the world? Instead, strong United States politicians mention the Mortal Kombat and the gun shooting. I heard on TV something about murder simulators. What does this mean? I am no cenius of learning, but I do know what is not wrong and what is more than wrong and violent video games are not the problem. Maybe the parents of these children should st down and have a time of playing. Then they might realize these games gren't so bad. Or if they are bad, tell the children NO, NO,

NO. Take for a moment, wrestling games I am a star of many the video game, but I know it is fake. When I am in the ring, that is real. More real than any of you could ever impaine. People should know this In Turkey, there is no problem Granted, we have no electricity most of the time to play video games but that's no matter. Keep an open mind And also, before I go I am trying to get citizenship to USA but orn howing some trouble. Sorry about the politician comment I mention. That is just for a joke Until next time. Esak.

wrestling games (mostly in

Europei. I know there are times

when I might hurt someone on





yer files SCE, fingeriums of physicilian 2. I deal displaced this feet file at files in union my gdy both, after the protestyne; it was up that shalled of these leady press but that could be distribuyed if you termed of its power of the protest files and the prote architecture is a bitch to work with, only the biggest development houses have the resources to fully tag this thing, and there's not enough video RAM.

And when the PS2 finally did launch in Japan last March, the complaints didn't screech to a halt. This time, it was gamers and the gaming press who did all the bitchin'. "Why do the launch games look so darn laggic?" you asked. "Why aren't the games selling so well in Japan?" we wondered

Now It's time to address these gripes. After all, even a few major flaws with the system could spoil your launch party faster than week-old bean dip (or, in our case, a drowned model clossing up the pool filter). So here's a point-by-point analysis of the PS2's alleged failings...

Potential pooper # 1: Game sales in Japan have been low in relation to the number of PlayStation 2 units that have been sold There's no denying that the PlayStation 2 is a huge hit in Japan.

where more than a million units have sold since the March launch But Sony's competition is saying, "So what?" The only reason the PS2 made a big solash, they claim, is because languese con are buying the system just for its DVD playback capabilities. Paltry, sales for many Japanese PSz titles support that theory.

But SCEA's Kaz Hirai says the U.S. launch will be a different story altogether, "in March, the PlayStation 2 was one of the most inexpensive DVD players on the Japanese market," he expl "But now, in the U.S., if you're really looking for a DVD player can go out today and get one for \$199. If that's all folks are to re not going to pay \$299 for a PlayStation 2. So I think the eople in the U.S. who are buying a PlayStation 2 are buying it for se computer entertainment experience, and they're setting the VD-playing function to boot. But not the other way around." Even more importantly: The quality and quantity of games g the U.S. are several steps above the stuff [apamese gamers we been stuck with for the past seven months (Primal Image.

Potential pooper # 2: Too many games suffer from jag-jag-jaggie visuals.

Eye-candy junkies nearly choked on their bubble sum when they first jaid eyes on the Japanese launch games. "What's with all that shimmering in Ridge Racer V?" they asked, And, "Iteh, look at all those jazzies." For the uninitiated (or for you folks who haven't seen Tekken Tag Tournament), Jaggles are the rough, stair-stepped edges that show up on polygons when the PS2 draws them on your TV screen. Anti-aliasing is the generic term for the technique that smoothes out these larged edges. The Dreamcast is capable of anti-aliasing. Heck, so is the Nintendo 64. Surely the PS2 can pull it off, right? "Yes. Starfighter supports full-screen anti-alia says Chris Corry, senior programmer for LucasArts' hot-look space-combat game, "but this question really falls into the space-combat gittins, "but this question really juils into the infanous category of, it depends on what your definition of anti-aliasing is," The PSs has built-in hardware support for geometry-based anti-aliasing—sometimes referred to as 'dept based anti-aliasing—sometimes referred to as 'dept based anti-aliasing,' llowever, using this feature can be problematic, particularly when rendering transparent geometry, and it requires a great deal of up-front effort to accomplish effectively for this

reason, Starfighter does not use this form of hardware-supported

Corry adds, however, that developers have access to a whole singe of hardware-independent techniques that can be used to overed these techniques some time ago, Corry says, and they lemented them in Starfighter. We know-we've seen the game up close and it suffers minimal jaggies. Plenty of other developers seem to be licking this problem too. "Summoner uses a technique that drastically cuts down on interlace flicker and, as a side effect

continued on page 202









Out here, the greal is simple: accumulate at much offer a presideli. Their's what it balace is not as and a little plate of contrast. And III year's expecting some "tradit" game, play senesting else. Soing some plate of the great play senesting else. Soing any large (Gall') and fore competition. We store in an empiric plate play. But all you to perform parts, horsoon the better you get; that transplar the contrast plate all plates and presents in the senesting of these processing and finded approach is soon with own, you was to do.









before victory





comes humility



#### Look withio

Find that part of you which knows on surrender.

Because Namco has issued the greatest challenges
for the PhyStation'2 compare meretalement system
Whether it's the furious Tekken Tig Tournament,
the fine our Ridge Rocer V, or the heart pounding MotoGF
wittery work come easily — if at all. But when you
finally with it, you will discover your inner champion.





PlayStation-2



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lead programmer at Volition. "If you don't address interlace flicker, some textures and polygon edges tend to shimmer. That's what people were seeing in Japanese launch games and Jabeling 'aliasing' for lack of a better term. It took less than a day to get rid of this effect in Summoner, using code provided by Sony.

Sorry has shared this "pixel offset" method with the development community. Meanwhile, companies like Angel Studios have written their own edge anti-aliasing routines, it looks like the jaggies' days

#### Potential pooper # 3: The system's 4 Megs of video RAM just ain't enough.

When Phil Harrison, Sony's VP of third-party relations, first announced the stats of the PS2 at the 1999 Game Developers Conference, programmers and artists in the audience let out a collective groan when he said the system's Graphics Synthesizer would only pack 4 Megabytes of embedded RAM, After all, that's the same amount of video RAM (VRAM) found on the a-year-old Nintendo 64, and the Dreamcast has twice as much. And plenty of high-profile developers have griped about the VRAM issue ever since. "The limited VRAM compared to the PS2's polygon-rendering ability has definitely been a hurdle to overcome," Takashi Tokita, director of the team developing The Bouncer at Square, tells us, And Yoshiki Okamoto, president of Capcom subsidiary Flagship, has gone on record as saying the next Resident Evil game on the PSz currently doesn't look as good as the Dreamcast's Code: Veronica

because of the lack of VRAM. Sony has maintained all along that the limited VRAM isn't a problem because of the lightning-pulck speed (1.2 eigabytes per second, to be exact) of the bus that connects the Graphics

Synthesizer to the PS2's 32 Megabytes of main memory. In other words. the bus is so zloov at streaming graphics data into the Graphics Synthesizer's VRAM that it's almost like the GS is lacked directly into the main memory. And some developers agree, "We certainly thrash textures in and out of VRAM more often than we would like." LucasArts' Corry says, "but keep in mind there are some pretty big 'pipes' connecting the major

components of the PSz together. That data

are numbered on the PS2.

handwidth translates into fast texture loads into VRAM, so we're not really complaining." Volition's Hague adds, "That huge pipe is key. We're uploading an obscene amount of textures per frame in Summoner. We're not holding back. You're going to see a huge variety of texturing within a single Summoner level."

For some developers, the PS2's limited VRAM isn't even an issue. it's all a matter of perspective. "The system's VRAM has been a big deal in the media," says Steven Chiang, executive producer of PSz killer app Madden NFL 200s. "but the way we look at it is we have a system with more VRAM and RAM than we have ever had. Now, what can we do with it? We are using huge textures in Madden NEL 2001. PS2, and I'm sure we can optimize usage more in the future."

#### ► Potential popper # 4: The system's revolutionary architecture is just too darn tricky to develop for.

No doubt about it: The PS2's got a lot going on in its guts. Aside from all the Graphics Synthesizer and VRAM hubbub we talked about before, the PS2 is also a multiprocessor system, with two "vector unit" microprocessors running in parallel to the Emotion Engine (the main CPU). These vector units are optimized for lightning-quick geometry processing, but they also come with their own set of technical hurdles. \*Both VUs have a relatively small amount of onboard memory for code and data," Corry says. "This means that VU programming is an extremely low-level chore that requires a tremendous amount of patience and knowledge of the PS2 internal architecture. For many programmers—particularly programmers like myself with a PC background-this level of commitment can be very intimidating."

Many developers have been quite open with their gripes about the PS2's development environment. (Oddworld Inhabitants' Lorne Lanning-the most vocal PS2 critic of all-said the thing's a "bitch" to work with.) And both Nintendo and Microsoft are hyping how developer-friendly their new systems will be. To their credit, the folks at Sony appear more than aware that they've built a tricky system. Years ago, they established an extensive developer-support program and even fly SWAT teams of techheads out to the offices of coders who hit technical roadblocks. "Sony of America has sponsored development gatherines and has paid for third-party game developers to write example code that solves problems the development community will encounter," explains Clinton Keith, director of development at Angel Studios, the makers of Smuggler's Run, "They've created an online support and gathering place for



developers, which has been a critical resource." In the final analysis, it's highly unlikely that developers will abandon the PS2 in droves when the supposedly easier to work with Gamecube and Xbox debut. Sony's system will just have too large an installed base to ignore. And this isn't the first time Sony has beant developers moan about a game system, "The same thing was said to me about the PlayStation development systems when they first came out," SCEA's Hiral tells us, because developers weren't used to working in 3D, so the system was going to wreak havoc and be the end of the world. But, lo and behold five years later, people can literally come up with PlayStation development with their eyes closed. And I think in a year or two, once developers have embraced the PlayStation 2 technology and become acclimated to it, they're going to be a lot more comfortable with the system."

• •

In The Barkest Hour, Hope Springs Eternal.





### THE 15 MUST-BUY FLICKS

With over 6,000 DVDs available in the U.S. alone, the choices for the new DVD consumer can be intimidating to say the least. Below are 15 essential DVDs, which represent the best the format currently has to offer in quality and breadth of supplemental features.



Electronic Gaming Monthly - 200



ditor's note: We EGM editors are early adopters, every last one of us. But when we first heard the PS2 would ploy DVD movies, holf the stoff held off on buying a standard DVD player. After oil, why woste dinero on a stand-alone gizmo when the hondy PS2 will pump out both DVD movies and high-powered games? So now that we're ready to sain DVD flicks of our swank lounch galo, we turn to Peter M. Brocke, editor in chief of DVDFile.com. and asked him to prepare this ultimate newbie's auide to the world of DVDs. Need more info than what you'll find here? Head to www.dvdfile.com for everything from hardware reviews to movie news. It's the only DVD resource you need.

First thine's first: How does the PS2 stack up as a DVD playback device, especially as high-quality stand-alone DVD players continue to become more and more affordable? Connecting the unit is as straightforward as with any VCR. As with the current PlayStation, the PS2 comes with an A/V cable that supports composite video and two-channel audio outputs options (although Sony has kindly included an optical digital connection for outboard 5.1 surround-sound decoders). Once you've powered up the system, you may find the somewhat lengthy setup procedure intimidating, since you'll be selecting parameters such as audio configurations and screen shape. And unfortunately, the PS2's game controller is not the ontinum



age), an alternate ending and plenty of "hidden"



occoing special effects.



A Bug's Life - The collector's edition two-disc set features not only a breathtaking transfér but e complete A-to-Z of the making of the film, from conceptualization, oduction, marketing end remetion.



ving Private Ryan — While short on supplements outside of a heartfelt 30minute tribute to WWI veterans, Ryan Is an aural and visual essault, and remains perhaps the ultimate piece of DVD demo meterial yet released.



Austin Powers: The Spy Who Shacced Me-The comedy blockbuster features an everpopping image and tons of greet extras. including outtakes, deleted scenes, a Dr. Evil "Spy-O-Graphy" and plenty more.



ALIEN-Available ndividually or as part of the disc ALIEN Legacy set ith all four ALIEN mos the first disc remains the endout, with a Ridley Scott audio commentary, iso sic score, outtakes and

deleted scenes.



Ghostbusters-The comed classic goes interactive, with the first "video mentary," making-of otage on the special fects, deleted scenes and v interactive menus.



The Sixth Sense—The most nencially successful horror im of all time comes to DVD ith a trensfer and sound mix that keeps the film's creepiness Intact, extensive interviews and a hidden short film from Director M. Night Shamaylan,



### Ever felt like the whole world was against you? You're about to experience déià vu.



ALL THE TOP SUVS AND TRUCKS FROM LEADING MANUFACTURERS TO CUSTOMIZE • 16 MERCILESS OFF-ROAD COURSES, EACH WITH THEIR DWN ACTIVE ENVIRONMENT, NUSIC SCORE,











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BARRETT CHRISTY. TODO RICHARDS C<sub>AREY</sub>. "HAR<sub>T</sub> A<sub>T</sub>TACK" H<sub>A</sub>RT

B<sub>U</sub>C<sub>K</sub>Y LASEK BOB BURNQUIST

"F<sub>L</sub>yI<sub>N</sub>" Ryan NyQuist

D<sub>AVE</sub> "M<sub>IRA</sub>CLE BOy" M<sup>IR</sup>RA











## YOU THINK YOU CAN GO BIGGER'THAN THIS BUNCH? YEAH RIGHTU



With a combined total of 41 X Gennes and Grovilly Gennes medials, you think you'd have no chance in hell of ever geing bigger than this crew. That's where you're wrong and InterAct, is going to help you get there. And the payoff is oh, so eweet. When you purchese interAct, GenneShank and Performance brand wideogame accessories now through the end of February 2001, InterAct, will give you chances to van posters, skietboords, showboards, Rifk and motorcross blake, big licket electronics and some kiter brigs. Those chances will come every day, every week, and every month through February 2001. It is simple. Buy products. Earn points. Win.

What are you waiting for? A personal invite from Dave Mirra? Check out GoBigWinBig.com for official rules and instructions. navigation device, so even simple tasks like fast forwarding and rewinding can be frustrating. (Third-party remotes will be available at launch, though.)

But with a disc finally fired up, the PS2 offers solid video and audio playback on par with a good mid-level player. Since DVD is a "variable bit rate" format, the main task of any player is keeping up with the flow of digital information streaming off of a disc. The PS2 rises to the challenge, delivering a bright, sharp picture with only occasional artifacting (picture break up) poticeable on some movies. The audio is clear and free from distortion, though occasionally on the "bright" or harsh side (an outboard s. 1 decoder is recommended). And like all DVD players, the PS2 can output video in either the Ara aspect ratio of current television sets or 1640. widescreen shape of the new DTV standard. The better your monitor. the better the image you'll most likely receive.



### KNOW THE LINGO

- For the uninitiated, the DVD format can be confusing and often intimidating. Below are a number of common DVD terms and features that should help any newble successfully navigate the torrid DVD waters:
- · Analog Video Format that uses electrical signals to reproduce pictures and sounds, Precursor to Digital Video. . Digital Video - The representation of audio and video data
  - in the form of bits and bytes, or a series of ones and zeroes. DVD and PlayStation 2 are digital formats, and digital signals can be converted to analog for playback on current analog television systems.
- . Anamorphic (also 16x9 Enhanced) The process of optically squeezing an image to provide for higher resolution. DVDs that are anamorphically enhanced can work on existing analog televisions. but offer superior resolutions on digital television systems. . Artifact - An unwelcome visual distortion caused by the
- digitization and compression processes the DVD format is based on. The most common is blocking, in which a small group of pixels are combined to form "blocky pictures" and other distracting effects
- . Aspect Ratio The proportion of the height and width of an image, expressed as a ratio. Common aspect ratios include at a (the roughly squarish shape of current televisions) and widescreen ratios such as 16x9 (the shape of Digital TVs), or even wider theatrical ratios.
- . Authoring The process of creating and designing DVD software. . Audio Commentary -- A separate audio track that can feature filmmakers, actors, crew or other participants commenting and discussing the program material synchronous to the video.

- . Chapter Stop -- A location on a disc authored as an access point for a user to access, analogous to a "track" on a CD.
- . Component Output The highest-quality output currently available for home electronics components. It provides pure digital connection with little to no loss in color and detail. Both Sony and Monster Cable are offering a component cable at launch
- . Composite Output The lowest-quality output, this combines all color and brightness variables in one signal, which can create deficiencies in the Image.
- . Compression (also MPEG-2)-The process of reducing the quantity of data by combining redundant video and audio information to consume less storage space on a DVD disc.
- . CSS-A means of digital copy protection included on most current DVD discs. Can be defeated by the "DeCSS" hack, which is currently under legal fire by the MPAA and all motion-picture studios.
- . Digital Televisions (also DTV, HDTV) Refers to the new digital television system characterized by higher resolution, digital sound and often a widescreen aspect ratio. The Playstation 2 is compatible with DTV and HDTV monitors, although you'll need a
- component video cable. . Dolby Digital -- An audio encoding process created by Dolby Laboratories for the compression of from 1 to 5.1 channels of
- audio. The standard audio format for DVD. . DTS-An optional audio encoding process to Dolby Digital,
- currently supported by some software studios and hardware manufacturers, it requires a DTS decoder. . Letterbox (also Widescreen) - The process of placing black bars at the top and bottom, or left and right of an image to re-create a
- different aspect ratio (screen shape). Many DVDs are letterboxed to preserve the original widescreen theatrical aspect ratio. . Pan & Scan - A means to avoid letterboxing by "panning and scanning" the camera across a widescreen image, cropping the
- picture to the Ara aspect ratio of current TV monitors. . Macrovision -- A copy protection currently employed on most DVDs to protect copying to analog formats like VHS.
- . Multi-Angle -- A feature on some DVDs that offers access to separate video tracks at the touch of a button. DVD is capable of switching from one angle to another if multiple views have been encoded, and this feature can be used to show different program
- · Parental Lock The ability to encode a DVD with a parental control level to prevent playback of material higher than the

material synchronized to the same audio.

. Region Code - Every DVD disc is "flagged" with a Region Code number from "o" (all regions) or "1" to "8," which corresponds to a specific region of the world where the DVD can only be played. The U.S. PlayStation 2 will be a Region 1 device, (U.S. and Canada.)

### INTERACT PS2 DVD REMOTE

Price: \$15 www.interact-acc.com

remote for the PS2



while watching The Matrix. Pop in a couple of batteries, plug the infra-red receptor into the controller port and you're good to go. For \$10 more, InterAct is also offering a slightly beefier version that controls your TV, too.







For use with compatible software on the PlayStation® game console and the PlayStation®2 computer entertainment system

Viper 2 and NYXO are trademarks of NYXO Yechnologies, in



### WANNA LIVEN UP YOUR LAUNCH PARTY? TRICK OUT YOUR PS2 WITH **SOME HIGH-END GEAR**

ditor's note; Believe it or don't, the PlayStation 2 isn't gonno be the ultimate high-powered party mothine right outto the box. To get the most out of this sys you're game need to hook it up to some high and audio and video geor. So we turned to Joe McBetts, who's written for several hometheoter magazines, to give us the lowdown on the PS2's A/V. obilities, as well as recommend the right equipment

Are you already impressed with the capabilities of current video game technology? Wait until you see, and hear, the high-end audio/video potential that Sony's new PS2 console brings to the table. It starts with the PS2's compatibility with Dolby Digital and DTS 5.1-channel surround sound. These formats offer five fullbandwidth, discrete (each speaker delivers a different sound) channels and a seat-rattling low-frequency effects (LFE) channel (designated as ".1"), which deliver a significant sonic improvement over Dolby Pro Logic's two discrete front channels, matrixed center channel and mono rear channels. Both Dolby Digital and DTS are excellent-sounding formats - which sounds better is a matter of personal opinion. DTS uses less compression (requiring three personal approximation (195 toles less compression (requiring three times the dist paper of Polity Political to steet), which some feel offers a richer, more natural sound. Dolly Digital proponents point tols more efficient encoding process, engaging dynamics, and the far greater availability of Dolly Digital software. The PSA's Optical output allows you to make a direct digital audio connection to an outboard processor. This quality

interconnect is highly resistant to interference of any kind.

represents one less leg that the signal has to travet in the and domain (where it is far abore susceptible to degradation), and lows you to employ the digits: to analog ternal processes, which should be far so external processor, which should be read that would have been used if Sony had sa

extension processes which have been expensive suitable con-tinuous and these reviews of the size of the control fields and the control field of partial control field of the control field of the control field of south formed, but if yet the control field of the field the control field of the control field of the control field of the field of the control field of the control field of the control field of the better control field of the control fie VGA output, like the Dreamcast, but only certain games will ort this output initially.

So what kinda stuff will you need to take full advantage of the PS2's spiffed-up audio-visual features? Read on. I've assembled a variety of components that'll help you get the most out of your PlayStation 2 just in time for your launch party.





### Denon AVR-3300 A/V receiver



The crime de la crime of Sony's non-HD direct-view TVs, the 9s-inch KV-9xXBApon makes everything—video games, DVD or plain old TV—look outstanding. Picture quality alone makes the 5x\_5op picte tag bezerbar and features are plentfird too. Less expensive alternatives include the 3z-inch KV-3xXBApoo (5x\_195), 5s-inch KV-3f53z (5x\_1695), or the 3y-linch KV-3xXBApoo (5x\_195).



### Phase Technology Teatro 11.5 speaker system

Whether purchased separately or a a whote (\$2.78, for 5.2 system), the Teatres offer excellent sound that should cost at low. The lat and among the separate search house powered subwooders, and the system incides a dedicated center channel speaker and compact surround speakers. The search search



At less than eight inches high and Spop (each), the LiK-qs is a commented and relatively compared to the commented and relatively compared to the compared to



### Lexicon MC-1 preamplifier/processor

When yeu're ready to step up to the major feaguse in processing, look up the MC-1. Sure, \$5,995 ain't cheep, but considering this unit's unbeatable performance, and Lexicon's unique upgrade/trade-in policies, the money in truly an investment. The sound is sweet, the interface is user-friendly, and the amount of processing options—as well as the control you have ever them—is usurpressed.



#### Mitsubishi WT-46807 television

Proping yourself for the wides respect, digital future, and getting the most out of today's video definings, and advised residence, and wide offerings, and any discovered residence of the supplementary of the supplement

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FOR THE [MOST] REALISTIC DRIVING SIMULATION EVER... TRULY SOME GIFT FROM THE GODS"

"THIS IS CERTAINLY ONE OF THE MOST INCREDIBLE-LOOKING RACING GAMES EVER SEEN"
- OFFICIAL DREAMERS MAGAZINE

"VISUALLY, THIS IS NOTHING SHORT OF AMAZING"
DELANCAST MAGAZINE

IF 855 challenge

## Passione Rossa



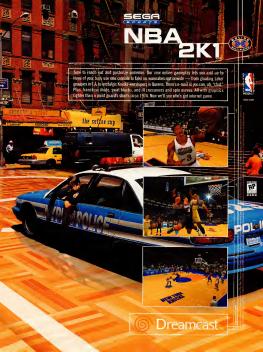
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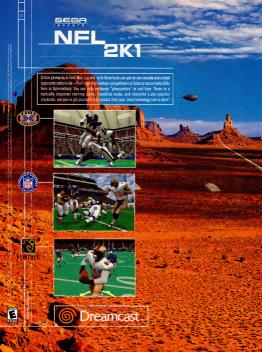


n Dreamcast











# HOW TO GETA!

Tired of your button-down job? Wanna make games instead of just play 'em? Writer Mark Saltzman talks shop with the brightest stars in the industry. Have they got a job for you!

t sounds like the ultimate dream job: creating video games for a living. But nowadays, that dream can easily be a reality—and the timing ouldn't be better. The interactive entertainment industry has ballooned into a multibillion-dollar business, with revenues rivaling box-office movie receipts for the first time in its 25-year history. In other words, what took Hollywood 75 years to do, the gaming industry has surpassed in less than a third of the time.

And talk about an industry with a future. We're on the brink of the bloodlest console war to date. Plus there's PC games, Internet-only titles, handheld systems (Game Boy Advance, Palm/Pocket PCs and cell phones), and coin-op arcade machines. are making a long-overdue comeback with the music-game craze sweeping Asia and America. Get the picture?

But as you're probably aware, there are many different kinds of jobs in "da biz." You'll also find many different ways to break into the industry. though the most common routes are to either apply for a job at an existing studio or to create the game on your own terms and sell it yourself or approach a publisher and/or distributor to pick up the title. This industry is full of successful folks who have chosen either of these two approaches, but the former is more likely these days

If you're passionate enough to put up with nightmarish crunch-time work marathons, game jobs can pay a decent chunk of change, too. Sure, starting pay may not fill your garage with Ferraris like the guys at id Software drive, but if you establish a proven track record, a salary well over 100K is not out of the question

This comprehensive EGM feature is designed to help you decide what kind of job you're after by outlining the responsibilities per position and the best ways to break into the industry. We went straight to the pros and got a novel's worth of great advice from some of today's on how to maximize your chances of getting in, and becoming as famous as they have





### OUICK TIPS:

Put together and distribute a high-quality portfolio/demo reel that showcases your artistic creativity and versatility

Develop a knowledge of new as well as old creative methods Be flexible, both artistically and functionally.

Communication and teamwork are essential parts of the leb Get professional instruction if you have access to it Whatever you know, you can always learn more Crucial Tools: Maya, 3D Studio MAX, Photoshop, Softimage

### Salary: \$35,000 to \$90,000

et's face it-we live in a visual culture, so it's easy to see why both game makers and game players out such a very heavy emphasis on a game's graphics. In most cases, it's what is used to sell a game (see the ads in this magazine() and will likely be the first thing you'll notice in a game ("Whoa-check out how realistic the cars are in GT 2000!"). Graphics

also happen to eat up the biggest chunk of the game-design budget, so game development houses invest heavily in good 2D and 3D artists, not to mention the software needed to create the visuals. Art-related positions at a company come in a huge variety. You'll find artists who create "classical" hand-drawn concept sketches, artists who create computer-generated 2D backgrounds and sprites, artists who render 3D characters and objects. And then you have the animators who give the characters and objects life. There are also "art technicians," who work specifically on the programming side of placing the graphics in the game engine

And if any game features beautiful artwork and animation it's Souare's beloved Final Fantasy and Parasite Eve series, led by Tetsuva Nomura. This prestiged graphic designer says those looking to break into the industry as artists must actively look for employment concritorities and just apply for the position. He adds, "It is also very important to prepare a portfolio that shows passion and talent."

Nomura says that while they use Adobe Photoshop quite often, it's important for game artists to be able to draw with a pen and paper, too. "I don't think there are any specific tools that artists need to have mastered," adds Nomura. "In many instances, artists will learn hands-on at

work if the tools they can use are different from what's being required." They also need a personality, Nomura believes, "If I was to hire someone. I would want them to understand me entirely-my visions, my thoughts. He or she needs to think on the same page as me. Even if they can't tell a

loke, they'll at least have to laugh to mine?" And If you've ever hung around video game art circles, the word "personality" will likely conjure an image of Rodney Greenblat, the talented freelance artist who is best known for the unique visuals seen in Somy's

WE ASKED MORE THAN A DOZEN GAME DESIGNERS THE BIG QUESTION: HOW DID YOU BREAK INTO THE INDUSTRY? THEIR RESPONSES ARE SCATTERED THROUGHOUT THIS FEATURE.

tner, Andy Gavin and I, wrote a game for the Apple He called Ski rite routines from a company ca ic of the game and asked if we co

ach store in the area packaged in a Ziplock bag olor copy for a cover. They asked if they could p it nationally, and so it began. Two ca were both 17, Andy and I scored a contract with ronic Arts. We were in the big time at that point.



PaRappa the Rapper and Umlammer Lammy, Greenhlat believes the Internet "is such a great place to experiment with interactivity and show your work. In the early "gos, CD-ROMs were the medium of choice for these kinds of experiments, but the distribution was terrible."

When asked what is the first thing a budding artist should do to get a lob at a development studio, he replies, "If you are into 3D design and animation, you better come up with a demo reel of models and interesting motion. Use the highest-end software you can get your hands on...but mostly get out the paper and pencil and draw. Make storyboards and character designs. Write proposals that anyone can understand," Greenblat also maintains that a successful game artist must be able to compromise his work for the preater whole (the game) and must also be shie to work with lots of people, as it's not usually a solo venture

is schooling all that important? Do they teach you what you need to know or is it best to be self-educated? Greenblat ponders the question and answers, "College and design schools are good places, because the instructors and other students can help you get a professional edge. At the same time keep your eyes on the current market. What sells and what is good are usually two different things. They always forget this at college "And don't worry about the tools. If you can make something great with Windows os and an old copy of Director, studio management will appreciate this. Being able to run effects filters on a high-end system is not

a good way to show your creativity." Lastly, Greenblat reminds anxious artists not to expect to enter any company at the top-or even the middle-of the corporate structure "Be prepared to empty wastepaper baskets and pick up the boss' kids at

dance practice," he says

For more on game-artist jobs, we turned to Visual Concepts, Sega's inhouse development teams responsible for such jaw-dropping Dreamcast games as NFL 2K1 and NBA 2K1. Gree Thomas, a 12-wear video game veteran, is the VP of product development there, and says while his first job was making games in a garage, it has become much more difficult to do it solo these days. Instead, Thomas advises that you get a very strong portfolio together, and be sure to have strong traditional art skills. "That's what I look for," he says, "but also mainly passion and talent. With these two things. I'm sure budding game artists will succeed. They also need to

Thomas says knowing how to use Alies-Wavefront's Maya and/or Adobe Photoshop is handy if applying as a modeler, texturer or animator. "And go to school for sure," he adds.

be a good communicator, and not have an ego."

"The Biggest, Baddest RPG to ever hit the N64!" Person of Lordly Caliber















Over 50 Hours of non-linear gameplay on one of the largest N64 carts ever Fight epic battles while commanding over 50 types of characters Experience an epic storyline worthy of the Ogre Battle name













### **GAME PROGRAMMER**

#### **DUICK TIPS**

Gain exposure to companies at conventions or other public ever Be able to write concise code and find/fix bugs in your own and other programmers' code

Practice tweaking others' code while gaining experience and education wherever you cen

Mock up a demo mini-game to showcase your si

Salary: \$40,000 to \$120,000 Crucial Tools: Visual C++, Assembly Language

we've arrived at the meat and potatoses of game productionprogramming. Of course, programming refers to designing and writing a computer program, and, in our case, a game or game engine, in a nutshell, it's a programmer's job to decide what the game needs to do, develop the logic of how to do it, and while instructions for the computer in a language that it can translate into its own language and secutor's (such as Morrooth Visual C++).

See In mind there are many different firsts of programmers with head a game development houses. Lead programmers are the charge of all other programmers are the charge of all other programmers are the charge of all other programmers, sufficial installigence (AL) aspecialists must make computer controlled objects appear to be littlette, retwork programmers such on the multiplayer code for intermet (LAX) games audio programmers are responsible for the intermet (LAX) games audio programmers are responsible for the intermet (LAX) games are responsible for the intermet (LAX) games are responsible for the violet talled of the deposity mergine and the total related to its interface programmers work on the, well interface and so forth, Mereyl

These code-crunchers are accountable for creating the backbone of the game, so their job is extremely important (not coincidently, they typically get paid more than folks in other game-related jobs). Are you ready for that hind of reward and responsibility? Great then, so let's confirm

Matt Householder, Sentor Productor at Billizated Einstellument, has been the Includints of Bainstot as years, has greated on the Ratio colon-go, Moon Patrol for the Colleccision, Winder Games, Summer Games, and most recently, flobal of for the V and Mar. Is easy perfect on thing a swinnake game programmer should keep in miled—worke not above. This root efficially toge a job as an opportunent now has before because there are to like miled to get a job as an opportunent now has been been as the production of the production of the production of the left place and the first fir



#### Entertainment Exposition)."

product releases."

Furthermore, No setherder maintains budding programmers should demonstrate that they polys know and one games and can coole experts, One suggestion is to write some kind of down "hirling same." And as the law presential or produstional distributes you need to be a distribute to the programmers. The same should be a suitable to the same should be suitable to the

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either in my car or on Huntington Beach at this point, so I

was looking the anything I could find. Believe it or not, the very first preparent to walk it has the happened to be a produce for a new software company starting up called Virgin Mastertonic. I we loved music my swhold III, "he been applying plans oline to was y years old. My second tow has shown been video games. Never in my whole life did I ever think of patting my be lower logation, and that day. I became the first tester of Virgin the next day. There were only about the propeller Virgin at the time, to they didn't need a full lime material.

When the first opportunity arose for music (Prince of Persia on the Game Boy). I jumped on it. I would sit down with the programmes and technicians every chance! got to learn about the mechines. I worked on Prince of Persia for free and on the weekends and after work. The VP of the company was to impressed here.

after work. The VP of the company was so impressed he made me the music guy! My next game was Global Gladiators on the Genesis which won "Best music of the year and Pve been doing it ever since!

Householder says programmers should get their hands on any compiler/debugger/source code they can find to tweak their skills. On a non-technical note, he says to "be prepared for rejection or even the feeling that you're being ignored, but don't take it personally. Persistence pays off, so don't give up." Have you ever heard of a couple of successful medical

doctors becoming game programmers? Meet Ray Muzyka, Joint CEO of BioWare, who founded the company back in 1995 with Greg Zeschuk, in just five years, BioWare has grown to more than soo employees and developed a number of hit ritles such as Baldur's Gate and MDK 2. When he hired these soc-plus employees, Muzyka says he looked for a few thines such as education, experience and personal references, as well as a real interest in and understanding of video games, "A game programmer must be diligent, hardworking, willing to work in a team, and a touch of perfectionism thrown in won't hurt." he explains, "It's hard sometimes to get that last s percent of a game's development done, but it is often the most important s percent-finding and fixing every last bug is critical for quality."

Much like the other famous "algorithm analysts" featured in this section, Muzyka says the languages they use (mainly) are Microsoft Visual C++ and Assembly language, so a good working knowledge of these is ideal, but again, he reverts back to his earlier advice: "If you work hard and get a good education and some good experience, things usually turn out CK."

Our last few words of wisdom on game programming are from Ed Logg. You may not know his name, but chances are. you've played a number of his time-withstanding arcade classics, including Super Breakout, Asteroids, Centipede, Millipede, Gauntlet, Gauntlet II and many, many others, He's been programming and designing games professionally since (gulpl) March of 1978, and unofficially 10 years earliert

Logg admits it was easier to do game programming back then because the games were simpler and there was just one programmer and one artist (if any at all), but "the old hardware often had severe limitations so it was often harder to get what you wanted done." Logg says a budding game programmer must definitely have a deep interest in games, some C experience, and the ability to quickly write good code, He elaborates: "Experience with multiple C compilers will teach the proper technique for writing code that is more portable. Experience in assembly language is often a great tool to understanding how to design a game and write better programs and algorithms. Unfortunately very few schools seem to teach this anymore."

That said, Logg also maintains that experience is always a plus, but he also looks for inexperienced programmers "who seem to be so much better than their peers."

### Lookin' for Work? Head to the Web

This feature may cover a lot of ground in a number of areas, but by no means is it the final word on how to break into the gaming industry. The Internet is an outstanding medium for both novice and seasoned game developers to interact, learn and make connections. The following few Web sites and Usenet newsgroups are perfect for those who want to hone their craft as a game designer or to help find work. or both. Be sure to bookmark these babies...

. Gamasutra [www.gamasutra.com] is simply one of the best game design Web sites, covering a wealth of tonics, from programming to graphic design, sound engineering to music, even areas dedicated to the production, legal and business angle of the gaming industry. . Gamejobs [www.gamejobs.com] serves as a comprehensive listing of companies involved with the video-games industry, with a

direct link to the appropriate human resources page for each company. . Game Developers Conference (www.edconf.com) is a mustattend annual show for those thinking about breaking into the biz. It takes place every March in San Jose, Calif., (just outside of San

Francisco) and this site offers all the information you'll need on how to register and get there. Plus, it lists all the events, seminars, keynote speeches, contests and more. . GameDev.Net [www.gamedev.net] is an excellent Web 'zine

devoted to the development of computer games. It's got news. feature articles, community info, editorials, Q&A, heipful books and other resources. Game Design Newsgroup [rec.games.design] is ideal to

keep abreast on all the latest happenings, to exchange ideas or ask

 Game Development Search Engine [www.game-developer.com] is the definitive search engine and

directory to many of the game developer sites on the Internet. . GarageGames.com [www.garagegames.com] is the first Web-based publishing label for independent games and gamemakers It provides everything you should need to make and sell high-quality

games. . Loony Games [www.loonygames.com] offers insight on game design and development and houses many feature stories and regular columns written by some of the industry's finest game designers, programmers and artists

### Free Tools for Budding Game Designers

Fortunately, for those looking to become full-time and famous game designers one day, many computer games offer free tools to help tweak your trade. Think about it-if you want to become a programmer, why not create a few MODs (modifications) for your favorite first-person shooters. while up-and-coming artists could start designing "skins" (character textures) for these games, and level designers can start designing maps

and so forth. And hundreds of PC games are released each year with these free tools available on the CD or as a free download off the Web. Recent examples include Diablo II, Vampire: The Masquerade - Redemption Dark Reign II or KISS: Psycho Circus-The Nightmere Child. And recently, Valve Software and Sierra Studios released the Half-Life Full SDK (Software

Development Kit), which contains all the resources needed to build any type of game imaginable to run as an add-on for Haif-Life. You can even learn a few lessons in basic game design on the consoles by building courses in Tony Hawk's Pro Skater 2 or your own RPG with Agetec's RPG Maker

So, instead of complaining about the quality of today's PC games, put your mouse where your mout is and start creating your own



tor will teach you a thing or two about game



### Matt Householder,

I moved to Chicago to work on my Computer Sci master's degree (and look for a game programming job) and met the VP of Software for a colin-op video game company in one of my classes. He was looking for programmers and hired me Ed Logg, Atari

the street and suggested 4 apply for a job. I had played a prototype of the Atari 2600 several month before at a holiday party and it was very impressed, so I decided to give it a try. They had openings in their coin-operated games division, so that is where I started.





is sloanne Dark, you take a step out of the elevator, look to the right and left, then run down the hallway, dodging buildes speaking from a couple of office doors. You then find an empty room full of ammo, change weapons, take a breather, and then proceed back to take out the three terrorists hiding behind the deske.

If it wasn't for level designers, there would be no elevator, no hallway, no rooms and no ammo. You see, level design pertains to creating the architecture of a game (i.e., the office building), along with dealing with object

placement (ammo), mission or goal of the map (stay alive, kill the bad guys), and often minimissions within the level (find a key to the room holding the kidnapoed scientist).

kidnapped scientist) And here's the good news: Many hardcore gamers who make levels in their spare time for fun are now being snagged by world-renowned development houses to create the maps for their upcoming games. How cool is that? Take, for example, Paul Jaquays, the brains behind many of the beloved id Software maps in Quake II and Duake III Arena. When asked what a newbie level designer should do to get a job in the industry, Jaquays advises, "Be able to show a track record of designing product...that means he or she has

### LEVEL DESIGNER

HILLY TIPE

Show previous design products that reflect innovation

Know the hardware's limitations, but don't be afraid to push

the programmers to achieve something original

Practice using the level editors that ship with first-person
shooters and strategy games

Distribute your work on the Internet and be persistent Salary: \$30,000 to \$45,000

Crucial Tools: LightWave 3D, 3D Studio MAX, Level Editors.
Design Programs (Visio, CAD), IMAGINATIONI

to have something that they have done and can show that they can do the work. If possible, this should be something original, this includes designing mays for first-person shooters or real-time strategy games. I Jacausy maintains that the level designer needs to be a creative problem solver and must adapt quickly and with grace to changes in the project and his or her work environment. He says, "A designer meeds to be self-inevisating and be able to turn an assimment around

without having to be reminded that it's due. And a designer absolutely, positively must work we'll in a team setting."

On the console side, DreamWorks Interactive's Medal of Honor

features some incredible level design, replicating many of the realworld locales found during WMII. Pater Hirschmann, producer and water of the game (and its secure) was responsible for its level design, as well. Hirschmann advises that budding level designers should sour the career section of their Savoite developers. Web sites and soon for openings. With lever this among for a unifor designer position used for

















The First 30 ft Public Humiliation Simulator

**Ubi Soft** 





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Paul Jaquays, Level Designer for id Software

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the street with no professional experience, "Historhuman saps." The key word is professional," meaning that you've actually worded in process word is professional," meaning that you've actually worded in process with other like human beings, not just designing levels adone in your basement. The designing department toulone every element of a grant's production, so being organized with your work, communicating ideas clearly, and having a cheep personatify for at least on that allows you to get along with others) are all vittal to your success.

But, now does one none in on their skills as a level designer? What programs are needed? What about schooling? For these questions, we turned to the always affable Cliff Bleszinski, a 25-year-old level designer and game designer at Epic Games. You may have sampled his architectural eristify in games such as timed and Unreal Bournament.

Bleszinski savs eamers should definitely start toying around with the free editors that ship with many games these days (see the sidebar on this). "Unreal Tournament ships with the Unreal Editor, which is the exact same tool that we used to build our content with and, with a little patience, you can be making great content like the pros." On professional art software, Bleszinski says 3D applications such as LightWave and 3D Studio MAX are great to learn, as well, as they are commonly used in many areas of the business, from 3D art to level design, Explains Bleszinski, "The job of the level designer is shifting to a balance between one half 1D artist and one half game designer. So. when I look for talent I look at levels that strike that perfect balance between great looks and playability. The designer must understand lighting, texturing and scene composition, as well as the more abstract gameplay notions such as flow and pacing. For Instance, is the level too easy or too hard? Am I having a good time, or is my head getting stuck on torch holders that are too low as an alien is chewing on my leg?" Bleszinski also adds patience and the ability to accept constructive

criticion as two of the key attributes any kend cesigner must possess, "Frequents, when a project is in development, the took that the designer uses break or change," he says, "So it's key to stay cool under pressure and roll with the punches that the tumultusus development process can throw your way. It is also key to seek and take to heart process can throw your way. It is also key to seek and take to heart suggestions from perso in the development team, as the best way to improve is to seek inpost and act upon it. Don't give up—if gaming is in your blood then you'll find a way in."

And last, but certainly not least, we hear from the lord himself—the Levelord, that is. As co-owner of Ritual Entertainment, Richard "Levelord" Gray has designed some of the best maps in the history of the first-person shooter in games such as Duke Nukem 30, Sin and, most recently, Heavy Metal; EAK. Z. The Levelord decrees there is only one way to get in the door of a development studio — make levels!
"I believe that if you asked most of the professions!," he says,
"they would tell you that they made levels purely for the pleasure
of making the levels, not simply to make a portfolio to get hired.
They had the Passion."

Along with the passion, the Levelord says successful designers need to front think within any boxes or restrict yourself to any borders. We are constantly pushing emelopes which, of conses, is why the technology is constantly evolving. This is a very cool job, but it is a very demanding one time-wise. We seem to have little if any personal lives and spend most done time at the office, or at home, working on semme.

related activities."

And leasily, if you have the passion, "you absolutely need to get your work out in the public's eye—on the internet," says the Levelord. "Also be a filter peaceful and pursue game developers to look at your work. They will probably already know about you because they do have time too contine now and then and see their world. Email developers about your interest and be persistent. Do not be a pain in the area, but don't be affaild to ask more than once, as this show part of the Passion,"

## How to Get a Job at a Video Game Magazine West to bresk into the industry but none of these jobs sound right

for you't Why not try for the giftz, gtamour, sweat stains and s6-hour workdays of an EGM editor? Editor-in-Chair joe funk, who has hired just about att of us editor-types around here, explains which would-be editor tactics workda and which didn't over the years (and, yes, these are all true stories):

### What worked: • One say sent me a full-size black-and-white picture of his mus. He

looked cold and scared—like a deer in the headlights—so I felt sorry for him and hired him.

• Another guy told me he had never written anything before but worked

part time at Babbages and loved gaming. We talked apes, chimps and other primates in his interview and the next thing I knew he was working here.

• One woman drove from Kansas to Chicago on a day's notice for an

 One woman arove from Kansas to Cricago on a day's notice for a Interview on her own dime.
 One of our art directors did a mockup of an EGM cover that was

actually pretty good,

• Several of our guys worked on fansites or fanzines as a labor of love before coming here.

#### What didn't:

One guy wore a really dirty shirt to the interview.
 Many people tell me they want to be screenwriters and are doing this mostly to pay bills.

 Some people mention games or systems in their cover letters and get the spellings and names wrong.
 Handwritten cover letters and resumes.

 Handwritten cover letters and resumes.
 Calling me at home. Please don't. I've had to have my number unlisted.







Electronic Gan and Monthly 232





as a good demo CD." Then, O'Donnell says you should find out who

whenever possible

Create a demo CD and distribute it to developers, publishers or anyone else related to the production process Learn your art - take classes or lessons and go to workshops

Be proficient at computer, analog and digital sound synthesis Learn to play or at least arrange several instruments and

recognize their musical properties Salary: S50,000 to S500,000 Crucial Tools: Pro Tools, Peak, SoundForge, Cubase, Studio Vision

**SOUND ENGINEER/MUS** 

picture. Designing a game on a PC is like trying to hit a moving target. Says Perry, "We have to design our game for some guy in Greece playing on a Pentium 266 so that his old machine gives him a great

makes the hiring decisions and send your demo and a short letter of introduction to that person. "Be persistent. The worse you can do is

annoy someone, but if they're not aware of you, you'll never get the job

anyway," says O'Donnell, O'Donnell says when he's looking for talent.

unique sound design." An education or background in music and audio

As far as gear is concerned, O'Donnell says access to electronic and acoustic musical instruments and recording equipment is extremely

he pays attention to "original music, stellar production values, and

important. "Learn how to record sound and music. A computer is a

production is a must, and previous experience in same audio

development is a definite plus.

great experience "Another great benefit of PCs is the hard disk," adds Perry, "which gives you the ability to load quickly, stream movies/audio/texture into the game world and to modify the game permanently. So if you die a hole, a's there forever. The X-Box will bring that to the

But Valve's Newell also reminds budding game designers that "the democraphics for the console audience are quite different from the PC audience, so you need to make sure you understand who the same is on" He expands: "Along with the configuration differences, the design of the game has to reflect the differing user inputs -- mouse and keyboard on a desk versus console controller held in hand-as well as the difference in resolution, contrast and color saturation

### PC vs. Console Design

Needless to say, console games and PC games can be quite different - and played by different kinds of gamess, too. We eaked Industry veterans Plavid Perry (Shiny Entertainment) and Gabe Newell (Valve Software) to discuss the key differences between making games for the two platforms.

"Designing games for the PC is fantastic because you have lots more RAM, so you have lots more storage space for graphics, sound effects, speech, world topography and so forth," says Perry, "But while these are all really good things to have in a designer's toolbox if they can provide freedom, the dark side of the PC world is the fact that there is such a spread of hardware prowess around the world," in other words, these are really no two PC configurations alike. Consider the wide variety of operating system differences, video cards, sound cards, controllers, drivers, modems and so forth and you get the

experience, yet the latest Intel 1000Mhz machine also needs to get a

space, but they're both related

sound and music programs, as well.

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opsole world."

between a monitor and TV. ...

### DigiPen: The Ultimate Game School

While more and more technical colleges around the country are offering game programming and game art courses. DigiPen Institute of Technology is the oldest and most recognized within the video-gaming community. DigiPen Corporation was founded by Claude Comair in Vancouver, British Columbia, Canada in 1988 and specialized in 3D computer animation and special effects. In 1991, they had a meeting with Nintendo of America (NoA) and discussed the possibility of DigiPen offering educational programs in video game programming. This idea became reality in September of 1994, when DigiPen started the first-known computer-game programming program. DigiPen soon expanded the two-year course to a four-year bachelors degree program. In February, 1998, DigiPen opened a larger campus in Redmond, Washington., right near Nintendo of America's offices.

This past July, DigiPen had its first batch of graduates from the school's four-year Baccalaureate Degree of Science in Real Time Interactive Simulation. Allegedly, many of the students have already secured positions with top companies such as Interplay, Dreamworks Interactive and KnowWonder.

To learn more about DigPen and its courses, visit them on the Web at



www.digipen.edu or call 425-558-0299. It's not an easy school to get into, so good luck.

must of course, but many people make the mistake of thinking that a computer is all they need. Many consumer computer audio programs and hardware just aren't good enough to produce professionalsounding audio. I still believe that the Mac is the best computer platform for MIDI and audio recording. Programs like Pro Tools, Peak, Performer and Studio Vision are just some of the most common programs found in many professional studios. On the PC side, Cakewalk and SoundForge are excellent."

in closing, O'Donnell says to practice, practice, practice: "Take lessons, go to music school, intern at a recording studio, play games and develop audio with friends who are programmers. And lastly, come up with some ways of designing sound effects that sound different than

the expected." Matthew Lee Johnston is another respected audio engineer who has worked on many stellar games in Microsoft's PC lineup over the past five years. His last few titles were Midtown Madness (1 and 2), Combat Flight Simulator (1 and 2) and Flight Simulator 2000. Johnston says the romantic aspects of the Industry have been played up to make people believe that fun takes precedence over business and money

seems to be of no object. If you believe that, you'll be sorely disappointed. "Naturally this ideal environment appeals to the creative person, because it smacks of freedom," Johnston tells us, "but this is not the reality. Making the transition from being purely creative on your own terms to making compromises in your creative output based on someone else's vision of what's best for the product can be extremely difficult."

As with O'Donnell, Johnston also believes keeping up your "chops" as a musician is the best way to prepare for a job in the industry, along with honing skills on PC or Mac audio authoring tools and other related technologies. Field recording experience is also a plus. Second, he believes an understanding of the medium -- to know the platforms and their limitations-is paramount. And lastly, you have to be as much of an expert at listening as you are at making noise. "Listening is half of the job-listening to people carefully as they painfully try to explain (using visual metaphors, of course) what they envision the audio landscape of the product to sound like."

But what about actually getting in the door to these companies? Is it doable? Enter Chance Thomas, president of the HUGEsound Network, who has worked on many PC games while at Sierra (including a fully orchestrated soundtrack for Quest for Glory V, which was also released

as a separate CD). He now runs the HUGEsound Network, a group of talented musicians and audio engineers. "It seems like developers and publishers alike are always looking for full-time employees in audio," begins Thomas, "In the past couple of months alone I have seen audio positions available at Angel Studios, Microsoft, Ion Storm, Turbine Entertainment and lots of start-ups."

Breaking in as a freelancer may be getting harder. Thomas explains, "The bar has certainly been raised substantially over the past two to three years in terms of who the competition is and what can be expected from game audio, particularly on the music side. Today I also have to compete against Trent Reznor, David Bowie, Yes and Motley

Crue. That would be tough for someone new in the business."

If the competition doesn't scare you from taking the plunge, Thomas advises, "Play lots of names and pay attention to how the music is used in those games. Make mental and written notes of what works and what doesn't, and learn why it does or doesn't work. Next, dedicate yourself to learning everything you can about the art, craft and technology of music. And lastly, put together a killer demo reel and blanket the industry."

The last audio specialist we'll hear from is the ever-colorful Tommy Tallarico. Over the past nine years, he has written soundtracks to such titles as Earthworm Jim 1 & 2, Aladdin, Cool Spot, The Terminator, Madden Football, the Test Drive series, MDK and Tomorrow Never Dies. We asked Tallarico what the first thing a budding musician should do to get a job at a game-development studio. He says the freelance route isn't a bad way to go. "[Freelance] is definitely going to be the future of our industry," Tallarico says, "But it's not for everyone! Some people like the stability of a weekly paycheck, benefits, not paying for your own gear, etc. If that's the case then an in-house job

is more for you, just realize that you'll never make the really big bucks." Either way, though, Tallarico says to put together a great demo CD of your very best stuff and to make sure to put your contact info directly on the CD. He also suggests you include a short bio or resume, and make sure to show how much you love video games, "Once you have your package together," he advises, "make about a hundred of them and send them out to every single video game publisher and developer. you can find on the Internet-you'll want to send them to either a music supervisor or even game producers." Tallarico also reminds musicians/sound designers to go to every video-game trade show you can. He says, "You'll meet more people there in three days than you'll meet all year long."

"Be persistent. The worse you

can do is annoy someone, but if

they're not aware of you, you'll

never get the job anyway."

# Do you have the grapefruits to get in the ring with these guys?









Cas I headle the heat? Stay out of the kitches. Or the boiler room, Or the parking lot.

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### How to tell if you re ready for Koyal Rumble°.

- You spend hours in the mirror working on raising one eyebrow.
- ✓ You call co-workers 
  "Jabronis."
- You've created your own entrance video for whenever you enter a room.
- Your apartment is furnished with metal chairs and cheap buffet tables.
- You give your girlfriend the "stinky-face."
- You've rigged your apartment with elaborate pyrotechnics for dramatic effect.
- Finally having a game for your Sega Dreamcast brings a tear to your eye.











ed to make games ever since the age of 6, when I first saw Space Invaders at my friend's house on the Atari 2600. It has been my lifelong dream to do what I do, and I don't ever anticipate doing anything else. I began to make my own games, first on "construction sets" that were available on my Apple IIc and odore 64, then by programming and drawing all the graphics myself. I sent a computer adventure title I built to Tim Sweeney (Lead Programmer of the Unreal Technology and founder of Epic Games) and be



#### ME DESIGNER

liked what he saw. The rest is history.

Work with an artist to force a visual demo of your ideas and send it to developers and producers

Get professional design experience as soon as possible, even If that means starting very small and working your way up (start as a tester, for example)

Play a lot of high-quality games to learn how to achieve an overall balance and flow to your game designs

Education in artistic design and screenwriting can be helpful Salary: \$35,000 to \$90,000

who came up with the concept for the same to begin with. Needless to say, this is a very important and respected position to hold at a game development studio.

Because a game designer must be a lack (or Jacqueline) of all trades, most newcomers to the game industry do not get hired as a game designer right off the bat, instead, they apply for another position and work up the proverbial ladder from there

Jason Rubin, co-founder and president of Naughty Dog Inc., has been making games for the past sa years with his partner in crime. Andy Gavin, Naughty Doe's last four titles-Crash Bandicoot, Crash Bandicoot: Cortex Strikes Back, Crash Bandicoot: Warped and Crash

Team Racing-have sold over 20 million units collectively, thus making Naughty Doz the most successful independent developer in America. In Rubin's opinion, it is quite expensive to start your own development house

these days, so getting a job at an existing company may be the better way to go. Then, once you've gained considerable experience and contacts, you may choose to leave to start your own company down "Just as programming is learned over the years.

design is not something that you are born with," begins Rubin. "Everyone should expect to start at the bottom. Most designers I know of started as game testers and moved up after a few long hard years after they proved that they knew what they were talking about. Then-after showing their worth on a few projects-they were given projects to manage themselves as an associate producer. Every designer I've hired has done design for at least one other company and for multiple successful products before coming to Naughty Dog."

Rubin says that a person who wants to be a game designer should \*have the ability to translate seemingly immeasurable elements of gameolog such as frustration and fun, into numbers," He offers the

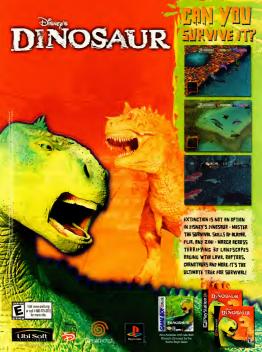
following examples: "A game designer must know 'x' deaths in this area would be frustrating, 'y' lives is too few and 'z' would be too many and make the level too easy." Rubin also unges budding game designers to

"accept criticism, to your résumé, to your beliefs, to your opinions." And you'll need to understand that the gaming industry is not non-profit; publishers need to make money. "Just because your idea is 'artistic," a company won't likely make it if the audience will be tiny," adds Rubin. And you must acknowledge that large teams make games these days, and large teams like to have input is getting a job as a designer in the U.S. any easier or harder than in

Japan? We asked Shinii Mikami, Manager of R&D ath Development Team at Capcom, who is responsible in part for the coveted Resident Evil series. He responds by saying he doesn't know if there's a difference in getting a job as a game designer between the two countries, but insists creativity is something he looks for when hiring, and hey, that's universal. "Over everything, he or she needs to be a



K, we've now come to the end of our long lourney toward breaking into the fast-paged gaming industry, and we've saved the most sought-after-at least by our readers-position for last. Though definitions may vary, a lead game designer is someone who must sketch out the game from start to finish and must oversee the entire game design process, including its art, programming, level and mission designing, and so on. In many cases, the lead designer is the person



person who loves creating things," begins Mikami, "He or she also needs to have strong sensibility about things. I also believe it is important what the person has seen and experienced before the age of 13 or so. This is where creativity and imagination begin. It is also very helpful to have some art skill if you want to be a game director," Furthermore, Mikami says he puts the most value on whether the person seems to be easy to work with or not, and has good qualities

as a person. "I also make sure the person has at least one excellent skill," he says, "Without one very solid skill and good people skills, is difficult to succeed in this industry since creating a game is a team effort \*

But Mikami and Rubin broke into the gaming industry over a decade ago. Is it easier or tougher now? For this, we asked a true game-design veteran - David Perry - president of Shirry Entertainment, which created such memorable earnes as Earthworm lim. MDK and Messiah. Next year marks Perry's 20th year in the biz.

"It's a lot, lot, lot easier now because of all the help that you can get via the Internet," Perry tells us, "and there's also tons of great books on the subject. In the old days, I had to make my games in assembly language by poking numbers into RAM by hand before commercial assemblers were available. If I wanted art, I had to write my own art package or draw it on graph paper like everyone else." Perry says today's game-design tools are helpful, but then games aren't that simple anymore. "They're turning into epics, Making them has become a way of life instead of just a hobby."

Perry's advice on getting a job as a game designer is to make your ideas visual. "If I pop in a VHS tape and see something that looks interesting, you will have my attention a lot faster than making me read a 200-page document with numerical tables and endless character bios," admits Perry. "To do this, use the Internet to team up with a good artist, and even programmer, who shares your vision and lay out your plan in the form of a visual demonstration. The design on paper should then accompany the tape. If the tape looks great, send it to the executive producer at the companies you would like to publish it. But

wait "til you have it looking really sweet." The last famous game designer we chatted with is at this very moment enjoying the fact his latest PC game, The Sims, is the number one-selling game of the year thus far We're talking about the one and only Will Wright, who says while it may be hard to break in as a "lone wolf" programmer/designer as he did 18 years ago, there are many more ways to get a job now than ever before. Wright suggests applying as a tester or low-level producer, and learn as you go

Mirroring Rubin's sentiment, Wright agrees it is very difficult to get a starting job as a designer with no experience. "A designer needs to understand all parts of the development process; programming, art. production," he explains, "On top of that you need to have a good sense of the design tools and process: prototyping, playtesting, designrisk assessment. Probably the best way to get into a design role is to start somewhere else on a production team (as a producer, artist or programmer) and learn the ropes of design by working closely with the designers on your project. See what works and what doesn't, Learning how not to design a game is just as important as knowing how to design one," 🚓



rted, there were no games in the s. You had to buy a book or magazine and it. I sent my games to be pub nes and was extremely proud to see my rk in lovely black "ink," Little did I know I was y getting paid for this. So the checks ng (Sco a game!!!) and I was

the Commodore 64 first came out I bought one and learned it as fast as I could, I then created my first game on it (Raid on Bungeling Bay) and then d the publishing rights to Broderb ere. The Nintendo version of this game sold 750,000 units in Japan. 🧠





Like most of us in the action genre of iter games, it was through the Gateway of DOOM. I don't think I know a single person

ho entered this industry in the midthe didn't cross that gate. What a great ga and what a great time - DOOM, Nine Inch ils and easy access to the Internet! An with the passion (or curse, if you butter you toast on the other side) could cast their magic, whether it be co

els or art, and send it out to the entire world. I pers four DOOM levels called GrayDOOM and uploaded them to npuServe's Action Forum, It wasn't long before I was noticed and ed to do contract levels for Blood. Those led to full-time work on Duke Nukem, which in turn got me here...an owner at Ritual Entertainment.

## Game Design: **Secrets of the Sages**

OK, here comes the shameless plug, but I take pride in the fact there is no other book in the world like mine. Gome Design: Secrets of the Sones, Second Edition (BradyGAMES) is a A60-plus

book on how to create the perfect console or computer same, as well as how to best break into the exploding gaming industry. I had the distinct pleasure of interviewing over 150 of the world's best-known, respected and loved game designers, including



Shigery Mivamoto, Jason Rubin, Shinii Mikami, Sid Mejer, Peter Molyneux, David Perry, Hironobu Sakaguchi, Richard Garriott, Alexey Palitnov, Warren Spector and Will Wright, just to name a few. Reading this book is like sitting at a roundtable with the best in the biz. all offering their individual tips, tricks and techniques on how to create a perfect game. Gome Design: Secrets of the Soges, Second Edition is available as a stand-

alone book, or you'll find it as a bonus inside the Game Programming Starter Kit 4.0 (Macmillan Software), a software package designed to help you make your own games (it even includes a C++ compiler).



Everything you love about worms wrapped up in classic pinball action.

















# An invitation to Mars isn't an honor....

The newest addition to the Armored Core series allows you to go head-to-head in relentiess battles usir endless combination of parts Never before have you been given so many options for configuring your AC unit for non-stop action - especiall with graphics that dazzle the



2-player split screen or linked combat sorties.

<u>New Planet - New Weapons - New Missions</u>





#### **Review Crew**

#### This Month

adies and gentlemen: the first PSa reviews (applause). That's right, after months of waiting, the first PS2 review games finally started to trickle in, and they did pretty well: Three of the five we looked at received FGM gold awards. Not every company was able to get us their launch games in time for this issue (including Som), so look for many more reviews next month, including Silpheed, Tekken Tag Tournament, NHL 2001, Evergrace and Armored Core 2. DC lovers don't despair-we're busy playing NFL 2K1 for a full report next issue too; 'til then watch for DeanEGM, KraigEGM, JoeEGM and DanEGM, kickin' ass and chewin' bubblegum on a server near you.

### **Our Philosophy**

10 9876 5 4321 0 EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a so, you can rest assured it's one of the best games ever made--- a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a o.o. This is the kind of game you want to avoid at all costs, it's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0.

We repeat: 5.0 IS AN AVERAGE

#### **Our Awards**

Platinum Awards eo to games that get three 10's, the best and rarest review a game can get.



GRADE. Simple, ain't it?

Games that average at beast an 8.p receive Silver Awards.

#### The Players....

#### Crispin Bover After playing Sydney 2000 Virtua Athleta 2K and ESPI

Track & Field for days, Cris has declared November to be National Carpal Tunnel Syndrome Month.

in wasted no time tak le's sorry to see him leave but hey, a window seat is a iow seat

**Jonathan Dudlak** Having infiltrated the core of £6.00's operation with his tactical learnablem, ten is tracking in his Civic on a Metal Gear unit to make the commute more exciting er, Shacces Action

lan Leahy Dan's been "working from me" a let since NFL 2Ks west online. If you catch m in some chat room please tell him to set his TV ass to wo

**James Mielke** The Milkman has, inex ery single this month. All supermodels are encournd sigt NOV

Grea Sewart ec's got an unbe

ion with Filler I I. The way to his heart must be a snowboard with a big maple leaf on it... yikes. Dama Canack! BDC Admet

#### Joe Funi he Toud Issue is rea its ugly head again as Joe continues on his Mario Ternis binge. Maybe if he can get a peek up Toad's skirt...or shorts...

**Chris Johnston** 

#### Histordo, he's decided to go into hibernation until Ex when he'll get a real look at what the system can do.

ure, Puzzie, Music Krain Kuiawa Kraig has been playing games involving athletes in tight clothes. There's the men in Sydney 2000, the girls in Swing Away and the men in Madden ager

lark MacDonald een a-playin' de import laypah Mario, he cama toppa talkin' like a-dis. he says. Hoo hah!

os. Advesture, RPG Andrew Pfister of the presidential E-Sak all the way

**Rvan Lockhart** yan west to Las Vegas to lay some Scruggler's Run, roke a real jeep during the went, learned how to play craps, and quickly lost 200 bucks, Hurrah!

#### **Game of the Month**



Sound the trumpets! The sequel to Activision's oft-imitated skating classic is only the fifth same ever granted the coveted EGM Platinum award, it didn't come easy-after the reviews were turned in, a heated debate ensued here at the EGM offices as to whether or not Tony 2 was fit to rub shoulders with the likes of Metal Gear Solid, Zelda (N64), Soul Calibur and Gran Turismo 2. But when all three reviewers stood by their scores and when we realized that the only people fighting the award hadn't even played the same for even the first THPS, so shut up Chris and Mark), cooler heads prevailed and Tony 2 got our highest honor. Congrats and thanks to

#### Neversoft for one helluva game! EDITORS' CURRENT FAVES Tany Hawk's Pre Skater 2 Arthurana

Dectroic arts 3 Medder KFL 2001 64 Seeds = == 4 Dine Crisis 2 Marie Tennis Britando

6 lest fine le Wes hippines Virtua Tennis

8 Orano Crass

Ridge Rager V 10 look 3

Electronic Gamine Monthly 244





D2 is a strange little game. While technically a sequel, the only thing it bears in common with the original is a creedy story line and the main character Laura. After years in the making, Warp has ditched the full-on CG FMV for a real-time cinematic approach. That means everything that used to be prerendered is now done using the game engine. Funny thing is it really doesn't make much difference since all the events are scripted, and the game moves at a Myst-like pace Supplementing the placial tempo of the game is a third-person exploratory mode, where you can actually move a 3D Laura through a beautiful snow-covered Canadian environment. The hitch is that you run into "random" battles along the way that switch you to a first-per son perspective. While it sounds like fun, these hat ties cease to be random when they occur every s5 viryou around faster and farther, but all it achieves is getting you caught in battles that much faster. The gunfishs themselves are agontangly repetitive with

uniquely Japanese way, but the pretentious ending I'd definitely rent it first. Ah...snow-covered mountains, single-room shacks, people "blossoming" into monsters left and right Good of Canada, how I miss her! This game is not D, It's more like D meets Parasite Eve. When Laur indoors the game feels a bit like Warp's original 3DC title, but outdoors she's got monsters to shoot, vast mountain ranges to navistate, and animals to hunt it's an odd ma that seems pretty unintuitive at first but grows on you as the very disturbing plot of D2 begins to develop. Although Segs screwed up the experience with homble dubbing and a comical

attempt at censoring the more inappropriate sec

tions of the game, Da's still worth playing. Grea

the same few monsters showing up time after time.

ec but health canisters are everywhere anyway, so

why bother? The story line is enjoyably busine in that

rets like Warp ran out of ideas. If yo

You can shoot rabbits and fry 'em up with your cool

This is a strange game. Walt, that's an understatement. Dz is one of the most screwed-up games ever made; Sega toned it down a bit from the Japanese version, and the game suffers for it. The one true thing Da has going for it is its incredibly strong sense of the surceal. And while that feeing still exists, it doesn't have quite the impact found in the ongotal release, bringing the problematic gameolog closer to the forefront. The combat system is homble and you're often just walking around in a very boring snowy landscape. Do is still strange, watky and wondeffully insettling-just not as much so as it once was. And than's kind of sad.

VISUALS SOUND INGENUITY

**Demolition Racer-No Exit** 



Racer-No Exit is a great outlet for all that built-up

aggression you've been holding onto. Really, slam

ming a car into a wall and watching it explode is a

great feeling-something I wish every racing game

let you do. Most other racers punish you for tapping

the back of an opponent's car, or giving them a

friendly nudge into a pylon, but in Demolition Racer

you're expected to. Actually, you can't really win the

race without being a bit mostly (you get points for the

damage you cause), which, just like the PlayStation

version this game is based on, makes for a super-fun

compension. Unfortunately, also like the PlayStation

version, the idea gets old kind of fast. New features

added since the original release include a new same

actly titled the "Demolition Mode" In which 36 cars

face off in one arena. The tracks have been

redesigned, new cars have been added, and even the

soundtrack has been upgraded by adding remixed

tunes along with the original music by Fear Factory.

But easily the greatest drawfor Demolition Racer-No.

Eut is the visuals. Wes, of course you'd expect the Dreamcast version of a same to look better than the

PlayStation one. But really now, this game moves

almost too smooth, even in two-player mode.

Overall, Demolition Racer is a good game, but one I'd

recommend renoing before you consider buying. It's

Like the Destruction Derby series, DR offers you ca

wrecking action in a high-speed-chase kind of way

The action is fast and it controls well. The caree

looks very nice, even in two-player mode, with little

loss of detail or framerate. While the car models lack

some finesse, there are a large number of them on

screen, with little to no compromise in the gameplay.

The extra modes are nice, but the multiplayer stuff

isn't as compelling as it could be. The different

"power-ups" can be confusing, often causing you

major damage when you mistake one for something

good. Not a same with staying power, but certainly

screens. DR fills a crash-'em and smash-'em niche on

DC ourte admirably, and also has a solid driving feel

worth spending a few days with

fun, last not that deep.







www.segu.com If only Sega GT had come out before Gran Turkyno 2. or even just sometime earlier this year. The game was released in Japan what seems five eons ago, and It shows. Graphically it lust doesn't measure up to today's Dreamcast standards, it also doesn't come

Sena G1

or so cars that are in the game suffer from some questionable models (the Viper looks more like a Supra to me). Of course, this is a Sega races, which usually means there's something unique and exciting waiting for the discerning player. Segs GT doesn't isappoint. The control is arguably more realistic than Gran Turismo 2, though first-timers will find die at high speeds. Just remember to slow down before each turn and you should be fine. It's one of those things you'll either love or hate, so I suggest renting this game before plunking down the purchase once. Another cool aspect is the corrornee sponsarships: win McDonald's or eXcite.com spon sored races and every time you win from that point on they'll give you some extra cash over the regular purse. Even minor adjustments to your car make very noticeable handling differences, unlike GT2. And finely, there's the Carrozerria, a place where you can build your own dream machine from the ground up. In many ways Seea GT seems to miss the mark, but in

Sego GT is not in the same league as Gran Turismo, it tries, but unfortunately it can't measure up in one important category: handling, initially you're given a all hug the track about as well as your grandded's "c8 Buck, Even the high-end cars sway and roll with the slightest nudge of the stick. Thankfulls, with mods. you can fighten things up significantly, but given the same's obvious devotion to realism I find it hard to believe that even stock vehicles would slop all over the road fike this. Sell, patient races will like tin-kering with the vast selection of cars; Casual fans

also sets a few important precedents.

Even though the Desamoast is a superior system Sega GI might as well have been called Gran Turismo ite. It shamelessly tries to imitate Sony's hitter racing title but falls abort in nearly every

mark—even the graphics. Sure, it looks better than your average PS game, but not by much. Some of the worst tracks are so cluttered with lens flares and spegal effects that it becomes distracting to drive on them. There's lots of cars to choose from, but most people will only recognize a few, and all of them feel floaty and difficult to control. Sacily, these flows make GT a same that only recirc enthusiasts will have patience for. Kraio

to it. But like the title implies, players are rewarded more for ramming their cars into other drivers and taking them out than they are for finishing first found this aspect particularly appealing because it teoped into a dark fantasy of mine about slowmoving cars riding in the passing lane. There is a nice variety of vehicles, the tracks aren't too hard or too easy, and the replays are almost as fun to watch as the game is to play. Some minor pop-up clich't get Joe

Milkman



Developer: Featured in Players: Supports: Best Featur

r: Attention to Detail
In: EGM #191
1-4
1 lump Pack
ture: Good staple of events
ture: Subpar graphics

It's fundy how this works out, but Sydney 2000 seems like Virtua Athlete's evil twin. The two are almost an exact antithesis of one another. Whereas ple enough for a toddler (but still fun), this game has plenty of events (12 in all) and clunky controls. Kayaking, dwing, skeet shooting and track & fieldyou name it. Sydney 2000's got it. One thread common to all the events, however, is the subpar graphics. Almost everything in the game looks eerily sterits. The arrangements have a dull look to them, and even simple objects (such as the field) have occasional clipping. What's worse are the disproportionate athlete models. Not only are they devoid of much detail, but the blobby human builds just don't look right (these are supposed to be athletes?) and their faces look ridiculous. Any way you slice it, these visuals are not up to Breamcost standards Aesthetics aside, there are a few good events in the some, such as the Platform Diving that lets you choose your type of plunge and the Javelin, which is pretty simple but entertaining: Another disappointment is the training mode where you can build up your player's abouters, there, you work your athlete

We've get three button-sixpaping Olympic thies heading to the Dimensional thin game, Virtual Antheir all and ESPA Intermeliced Trait, A. Fleid, Sychiey accommonate of the Committee of the Committee of the Committee of central thin and the Committee of the Committee of the sentence of the Committee of the Committee of the experimental committee of the Commit

out in this we'nd techno "Virtual Gym," complete with

annoying music that seems totally mappeopriate, it's

just a microcosm of what's wrong with

even though it is a tolerable game.

I'm a subter for Koman's track and liest games; beelepted entail. Unfortunately Sympty aroon is poor example of the genre in general, it lacks finish an all freeds. The arrivation is well obter average commerchanics are similar to the TaS are reported to the commercial of the TaS are reported to one of the commercial of the TaS are reported to one of the commercial of the TaS are reported to one of the commercial of the TaS are reported to one of the commercial of the TaS are reported to the post in the commercial of the taS are reported to yearly like Cympts Mode force you to complete a lot yearly like Cympts Mode force you to complete a lot yearly like the commercial of the commercial of the commercial post the commercial of the commercial of the commercial of the post the commercial of the commercial of the commercial of the post the commercial of the commercial of the commercial of the post the commercial of the commercial of the commercial of the post the commercial of the post of the commercial of the post of the commercial of the

VISUALS SOUND INGENUITY REPLAY

recommend Sydney 2000.

Ultimate Fighting



bilisher: Crave Entertainment voloper: Anchor studed in: 66M #1933 yers: 1-2 poorts: Jump Pack st Feature: High frastration level th Sile: www.cravespees.com.

Players: 1-2
Supports: Jump Pack
Best Feature: Resistic graphics
West Feature: Wigh frustration level
Web Site: www.cravegames.com
against a finend, because playing against the All set

against a formd, because playing against the Al and ILI, IK is alst installing—and you can transh talk the compare except by yelling explorers at the screenfamoust exceptible, with the exception of the fightingfamoust explorer is with the exception of the fightingfamoust explorer is the screen of the screen of the screen Life frest like it was being held back in loopes of the obligation for screen as expected. This garde just obdesign more fastures to a seeped. This garde just obdesign three that we have a screen as a screen of the screen were life. The screen as a screen of the screen as a screen were life to the screen of the screen as a screen of the screen were also only a scart few body types in the first are also only a scart few body types in the screen-first few more, so you careful only to spiriting.

If metalial. Since Life, lighting is very different from Intention more an intention of the control of the son year could urner right in and figit. No such its final marked and the control of the control of the large of yourself in the Octogon. No unificat more large of yourself in the Octogon. No unificat more and the bodies of the lightent phematisms to use by chestoric place and the bodies of the lightent phematisms to use by chestoric place and the large of yourself in the chestoric place and the large of your intention to provide the large of the staffer light and the chestoric place and the large of the place of the large of la

With over-the-top fighters file Marvel vs Capcom 2 dominating the Dreamcast scene these days, it's refreshing to play a realistic branier that's just as addicting. The 22 UFC fighters may not have the distinct personalities of Capcom characters, but they do

Rest with friends first

that's where I had fun with UFC.

Krain

tend personalities of Capons characters, but they do give the player access to several different lighting give the player access to several different lighting styles and look greet in the ring. Purchy sound effects and smooth visuals make the righting come after, with quick lood times between matches. Unfortunately the single-player is. CPU matches are a bit stiff and serectimes very frustrating, but summs like the are made for two-distant action, and

Even mough there's pierry of depth to this Crewlighting game, it easyl obserts states values you play against another human opporest. Machine against the compact are perely princip; tho sign them if you counter you win. Eyou don't, the CM, county purply only own for the count, like CM, county purply only own for the count, like CM, make missales, grouping is more legaging and puls, make missales, grouping and puls, and puls, puls, grouping and puls, grouping and puls, puls, grouping and puls, grouping and puls, grouping and puls, grouping and grouping and grouping and puls, grouping and grouping and grouping and grouping and puls, grouping and grouping and grouping and grouping and puls, grouping and grouping and

Kraig

JALS SOUND INGENUIT

Virtua Athlete 2000

Publishers Agency Commercial Conference of Conference Conference of Conference Conferenc

to localize Virtua Athlete, However, when I'd finished all seven events 20 minutes later, my excitement fizaled. Compared to the amount of events in other upcoming sports titles, there's just no excuse to skimp like this. The control is the same as just about any other track & field title out there, which isn't necessarily a bad thing, but the difficulty level in Virtua Athlete is set so high that it's nigh impossible to reach the podium in most events. Playing against three friends helps a bit, but it's still frustrating that any character you choose only has a decent chance at winning in two events at most. It says the fun right out of the same. VA does have a few redneming qualities, the most obvious being a great player edit mode. You choose a nationality, number, name, favorite sport and dress your creation right down to the color of his socks (sorry, no women in the game). Still, DecAthlese's competitors had way more character-everyone in this same feels pretty bland and lifeless. The other cool feature is the ability to upload our records to the internet and see how you mink It's unfortunate that Virtua Athlete doesn't have some more substance. As it stands, this game is only a short diversion, and even then you'll wish

Sporting event video games like this are sloually prefer lysering when I choice is gamerplay but this one is in particularly whallow. To begin with, it coly loss in the particular of the particular of the particular of the might be past enough, but most are so selected for not and turning that in other loss like the same time over land lover. This all is a disclose like the same time over land lover. This all is a disclose like the same time would probably dig the simple connect, but as in I suppose upon your case lover lover most boursearch withing more workly lover large armyone buying this but can be earl pages unless they wanted a supergish but can be earl largey unless they wanted a supergish but can be earl

there was more to the experience. Rent this one

before you think about buying it.

Remember Deckhibete on the Saturn't This game is just about the same, except with three fewer events, with you will then have been Deckhibete and aside the property of the property of the property of property of the property of the property of particular is left imper. Graphically the game is seriously be selected and part the benight your property of the property of the property property buttons in that as you can to gather power game of reids ill on the NSS—base of it stance, the convitor of the property of property of the property of the property of property of the property of the property of property or the property or property o

INGENUITY REPLA













Rainbow Six
Worst Feature Stupid team Al
Web Site
Www.talianseft.com
If you found Rainbow Six a little tough on the ol
bransicks, with its wickedly complex controls an

bransicle, with its wickedly complex controls and anal-retentive pre-mission planning, then Hidden and Dangerous might be what you're looking for it's got that Tom Clancy-style team-based shootin' fun, but it's a bit more forgiving-kind of like Delta Force for the PC. That's not to say it's a cakewalk. The controls are still a chore to learn, with every possible button-trigger combo having a separate function The fact that the game supports the keyboard is complex the controls are here. Fortunately, it's portry simple to arrange and equip your men as there are auto-equip functions to make life easier for novions With 23 missions taking your smein' av-Norway to Italy, H&D sticks you right in the heart of World War II - sortalike the atmosphere of Medal of Honor (but not done as well here). The same can be pretty ugly at times, as textures aren't hires the their PC counterparts, and your team's All occasional





untoclable players
West feature Canaca
angles are problemeric
angles are problemeric
be sendiscre history in the gaming realm,
the new DC Spawe is a great, fast-paced multiplayer acting game. Capcom has combined at the
spazziness of Pawer Store with the shooting modness of Qualet in this conveyancy which is pretty

much accel period. Thirth great news site is an impairable agreement of the properties of the properti

VISUALS SOUND INGENUITY REPLAY

Ogre Battle 64

Cas you hould sty swore?

—Now, let's begat?

Publisher: Adius
Developer: Quest
Festured In: EGM Ptys
Tayrers: 2
Supports: None
Bast Feature: Avesome strategy RPG

Supports: None
Best Feature: Amesone strategy RPG action
Work Feature: May be too deep for casual games
Web Site: www.ufes.com
From the get go, the most immediately shifting feature of DRAs is the stampine sortine-based prophing

The backgrounds, both so and 20, are lush, colorful and detailed, as are the characters. It's visually appealing as you lead young Magnus Gallery through the chain of strategic bottles the series is known for, if you're familiar with the other Gev cames, you'll find the same deep combet system in place here, leading parties of up to five characters into bettle. Some folks may not anorgalists the tartical elements as much, especially compared to Tacrics Ogre or FF Tactics, because 086q uses the same sys tem found in the original game—you're confined to a rectangular "arena," and square off as is. Since you can't move freely around the environment, the same feels a bit more like Suiladen than one of the better strategy RPGs. The Shinane Force III. The overworld map movement is also a bit on the slow side, so if you like your games with a marker termor OB64 man rritate. In any case, being that it's the only strategy RPG on the NGs, that makes it the BEST strategy-RPG on the N64. Seriously though, there's enough zameniay to make 00% a stand out your if there were some real competition for it on Natenda's machine Caudle that with the birth amdurtion values, place with the fact that It's one of the blesset No.4 cartridges to date, and it's clear that OB6s provides a serious amount of RPG exmine. Milkman

The long with it firstly over Thissis to Asia we have a real RPG (seef), 20PGO on the Reg, and a good one. ORGA, these up to list larly bettings by offering on the RPG (seef), 20PGO on the RPG (see a seed one. ORGA, these as to list larly bettings by offering a real seed one. ORGA, the RPG (see a seed one. ORGA) is the institute in a sellent than the creation games. Some people registered like that the creation games, Some people registered like that the creation games is seen to the company of the registered of the registered of the registered of the registered one produced one for the RPG (see a seed of the RPG) of the RPG (seed one registered one register

As a huge far of the two provious Oger Strate panes. If the great it we be Prazine of Learly (Jaller Finally, anthra, and in such excellent shape. Oger Strati Strate, while strategy games at heart, have always been blood incordibly does story have, superhipmed been blood incordibly does story have, superhipmed propriet the factor Great of the propriet the factor Great (propriet the factor Great (propriet the factor Great (propriet the factor) and the simple play over the type Stund here—which is since instructed of the basines found in the simple games—Old 645 Stiff your entrywish Priss, thereof to the have contracted that the standard of the simple games of the graph of the size of a Notherio 64, but is one pane graph of the size of a Notherio 64, but is one pane graph of the size of a Notherio 64, but is one pane graph of the size of an Allerdon 64, but is one pane the size of the size of

you don't want to miss. Ryan
VISBALS SOUND INGENUITY REPLIY



I'll admit it, I'm not a huge Turok fan, Sure, I enloved the first game, but Turnic o fulth its knop levels and ingne save feature) was an exercise in frustration. and don't even get me started on the crap that was Rage Wars. So, naturally, I started Turok 3 with a lit tie apprehension. But after only a few minutes of play, that feeling completely disappeared. Almost everything that irritated me about Turok a has been fixed: While the overall levels are still hore. they've been divided up into dozens of smaller areas Even better, the new save feature allows you to mark your place at any time in the same. Howethe fact you can now play as two different characters with their own distinct skills and optional paths, and it's cool to see the amount of emphasis out into the story line. The part that impressed me most about Turok 2. though, was the graphic quality. This is the first Mou game I've seen truly use the Expension Pak to its potential—the difference between low and high res olution modes is sturring. My only seel problems with Tis are its length fit's only about six bours long for each character), and the fact that it's still hard to aim your weapons in high-stress areas. But despite those gapes, and even though it doesn't have quite the same depth and all the extra goodies of Perfect Dark, Turok y still delivers an excellent first-person shooting experience, and should be an instant purchase by any fan of the genre.

This is a rice surprise. After these tites, I recovered the experiency of Total a, but the tites of Total a, but the tites of the exact, what To delivers—the two characters is play, as become times of the tites of the exact the exact the experience of the tites, a smooth as the exact time that Total experience of the exact times that Total experience are the experience of the experience

To dishess must everything that got poole in to be trans general the part, but also offers some muchneeded improvements. Now you can save at my not make the points in teede that you can see that you can be seen as the point of the point with the PAM Fall. I couldn't jusy furface that is applies because of the huge in to one complaint. The point of the points have, lift the cheep lets. All one can be also the thing to the points of the points of the points of the make the game too difficult (outre given plats, of the transport of the Paul Section on the Nas. Seen

VISUALS SOUND INGENUITY



SUPZa





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Corey Lopez





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nothing else like it.

Dual Shock, Mouse Scary as hell atmost flustratingly difficult This is a game of extremes. For starters, it is easily the toughest game I have played in the two years

have been reviewing games. Maybe tough isn't the right word-it is incredibly frestratinely motherblanking hard as hell. Ammo, health and save points are scarce, and the aliens are nasty; if one gets in close it's pretty much "game over, man, game over! But that adds to another area where AR outdoes its peers—it's got to be the scarlest game wit for the PS. Wallong through the dark, narrow corridors and ven tilation shafts, waiting for facehuggers or abens to leap out at any moment, knowing that one mistake could mean instant death—It sets the of ticker going especially if you play it in the dark. The levels are huge and pretty well-designed, with some cool tasks and puzzles built in and awesome scripted events that happen in real time as you play (although I wish there were more of them). Controls are iffy even with the mouse/controller combo (and don't even think about playing this game without the mouse), strafing and changing weapons is scally assissand. Graphics are pretty good for a PS game although the fluctuating framerate (sometimes out standing, sometimes just decert) can be disonereing. Basically, AR isn't worth it unless you have a lot of patience, a PS mouse and a lave for the Alien movies. But if you have all three (like me), there's

As the name loads. Alien Resurrection suggests tha you play it "In the dark." I histily recommend this as well—the game's atmosphere is absolutely frightening. In fact, it's almost as scary as the shoddy control scheme. Most of the corridors in the same are circly lit and thus, you don't have much time to react and fine up your rifle with the alters scampering toward you. The dual analog control scheme is good. but aiming at the hearties before they grown us wou too difficult, even with a mouse. AR needed some kind of autoaiming bad—there's just way too many cheap deaths, making this PS game more frustrating than the movie's hairbrained plot. Kraig

Now here's a case of a game that looks great, sound great and plays...er, not so great. Be sure to play cranked. The sound effects-from the ping of your motion detector to the brep-brap-brap of your pulse rife - are dead on true to the flicks, while the ambient screams and hums of machinery really add to the atmosphere. This is a scary game, filled with scripted events and iceas borrowed from Half Life. It's also a friggin' hard game. To preserve your sanity, play on easy and play with a mouse (unless you want to

fortune in busted pypads). Even then, the game's often too dang tough to be fun- Crisnin VISUALS SOUND INGENUITY REPLAY

**Destruction Derby Raw** 



Web Site

all eight cylinders.

Great vehicle con

recently. Thankfully developer Studio 33 has stepped report they've done an excellent job. The three most impressive things about Destruction Derby Raw are the driving physics, the damage models and the gnarly sensation of speed. Running a close fourth are the smartly designed tracks. When I say driving physics i'm referring to the intuitive control. These as handle like champs (a lot like the vehicles in Driver, if not more accressive). They react to every ly it's their massive power-sliding abilities that won me over. Oh yeah, doing 180-degree reverse pullputs is awasome as well-all without losing any forward momentum. It's a gearhead's dream come true Taking and inflicting damage is as advanced as I seen in this genre. Each car has multiple zones of damage, and they all get really messed up as the bat-tle rages on, it's not all random either — It takes carefull hits to perform the desired effects. Sourcher Rich ping and barrel-rolling your opponents carn the big points. Essentially you can't win unless you mester both the racing and smashing. Multiplayer is decent-beyond the regular one-on-one smash-'emup, a came called Pass the Bomb is pretty entertaining. Aside from a hint of slowdown, DOR is firing on

No doubt this series has falled on tough times

True to the DD series' roces, this game only gives you two thines to worry about -- racin' and smashin'. But while this new installment may not look as pretty as the past games (car damage doesn't appear as real as at the Reflections-developed DD Raw's control is the tightest in the series, You get plenty of play modes, too, including four-player smash a thons (which are nothing special—your view is too limited; I prefer four-player bomb tax). Some tracks are too dinky, while others sprawl and get confusing, but you get so many courses-and, of course, the classic bowl shaped arona-that you're bound to find a few you really like. Crisnia

Once you get past the novelty of beafing on other cars to gain points, there's not a whole lot to get excited about here. The collection of tracks range from inspired to downright boring, and the control is just teo arcadey for my tastes. The cars don't even rel like they're making contact with the mad, they floot all over the place. It's very hard to have any real control overwress car at any spend. The englishmen aspect is pretty cool, though it usually comes down to two players squinting at a quarter of a screen try ing to find one another, while the other two competitors wart for the match to be over. All in all, I can't rec

VISUALS SOUND INGENUITY REPLAY

**Dragon Valor** 



aring levels Action/RPG seems to be the one serve on one real

nail on the PlayStation; Namco actually makes a pretty good attempt with Dragon Valor—good control, including duck, crawl, block, all kinds of sword attacks and special combos. There's even a ton of coal spells (fire, ice, invisibility, etc.) - the only problem is, the game doesn't take advantage of any of that stuff. You pretty much get by using the same sword stashes and one spell (heal). The dunseon designs and "puzzles," if you can call them that, never incorporate the finer parts of the play mechanics, like Zelda or other great action/RPGs do, Light sets, and even that's rare—it's usually just kill every thing in the room and move on. The puzzles for lack thereof) don't help the game's already low level of challenge, the bosses have really obvious patterns ple overhead chop. There also isn't a lot of weapon and armor upgrading, and whoever designed the

shop system needs to be out down. One very cool

feature in DV is how the game follows a family

through generations, branching to different playable

characters depending on your actions, but it isn't

encush to carry the rest of the same. Most of the

framowork for a good, maybe even great, action/RPG

is here, but without the level design or gremies to

showcase it, what does it really matter? Mark

As much as I wanted to walk away from Draxon Valor action/RPG for the PlayStation, it quickly became clear this wasn't the game I had hoped for. Problems include some horribly cheesy dialogue, a formulate and repetitive story line, dated etaphics, and an from shop system that's more pointiess and frustree. ing than shapping at likes on a Saturday. I fiked the variety of attacks-it took me until the end of she game before I even discovered one or two of the more obscure ones-but unless you're really desperate for an action/RPG, DV just isn't worth it. Jonathan

Dragon Valor is an 8PG for action game fens. The idea's great, but it's too much Final Fight-like fighting and not enough RPG. I found myself leaving health potions behind because I didn't need them, only to find I couldn't get back to them when I did. And you t pick up health to use later like you would in an RPG. The story plays out so slowly I wished there was a button to advance the text—instead, you can either slop entire cinemas or walt for the text to slowly make its way on screen. The dialogue is dry emotionless and devoid of wit. The graphic style of the same suspests a comedic undertone, but there's

nothing funny to be found. Weak, VISUALS SOUND INGENUITY REPLAY







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The Physical Inches Report of the Ph

## Dino Crisis 2



One of the coolest areas in Dino Crisis 2 is this underwater base. Not only is Regina in a keen costume, but the graphics are insane-there's this cool wavy effect and our character moves in slow motion.



DK Linux Resident Full games Legally do Well

sk any gamer to describe the original

Dino Crisis, and chances are you'll hear something along the lines of, "It's like Resident Evil...but with dinosaurs." And they would be totally right. Because despite the fully polygonal backgrounds, more puzzleoriented gameplay, and an entirely original setting and cast of characters, Dino Crisis looked, played, and sounded a lot like a cer tain popular Survival Horror series. That isn't the case with Dino Crisis 2, not even close. It's almost like Capcom was angry at all the comparisons between these two similar series, so when it came time to create the next Dino Crisis they went back to the drawing board and returned with something so alien, so different, it would almost be a crime to mention the words "Resident Evil" in the same breath as Dino Crisis 2, OK, maybe they didn't go that far, but nonetheless, Dino Crisis 2 is almost





To give you a break from the heavy arcadelike action of the main adventure there's mini-games featuring...arcade-like action.

frighteningly different than the previous game. While it still holds a very similar look to Resident Evil (even moreso than the first Dino Crisis, thanks to rendered backgrounds), the gameplay is nothing like its sibling. In fact, it's almost an opposite feeling, Survival Horror games have always been about being on edge, taking things slowly and having your weapon drawn just in case. With Dino Crisis 2 you're expected to run from screen to screen, blowing away dinos as fast as possible and racking up points by achieving combos, and then you can spend these points on new weapons, ammo, upgrades and items at computer terminals. Yes, there's still the old-fashioned puzzles, the strange but cool story line twists, and boss fights, but the periods in between these elements almost feel more like a fast-paced arcade action game rather than a Survival Horror one. is this a bad thing? Of course not, Resident Evil and Dino Crisis games should be different experiences, and it's great that

maybe not Surveyor, but still. Very few releases excite probably the only reason I gave the first Dino Crisis fair chance, but I still walked away a bit dispendent ed. Let's face it, Dino Crisis was a Resident Evil clone and not a very inspired one at that. Dino Crisis 2, or the other hand, is a completely different experi ence. Sure, it has Regins, there are still plenty o dinos to blow away and the basic idea is the same as before-but it's presented in a totally different way Even though it took me a while to get used to the action-filled gameplay-even more so because I'm so used to Resident Evil-once I got the combo sys tem down I was racking up points and busing new weapons like a madman. The story line is cool too certainly better than the one in the first game, and the graphics have been substantially upgradedthere's pienty of blur effects to go along with the pre-rendered backgrounds. There is one major problem with the new action-focused gomeplay thous the fact that nearly every time the camera angle changed, a ding would approach from the exact I was just standing in, which kind of cut down the realism." Hardonre Resident Full fans with are look ing for a fix probably won't enjoy Dino Crisis 2 at much as the original, but those who want s a his different shouldn't pass it up

This is much more than the same old survival her ror with dinesaurs. It's nonstop action, with tons more enemies, awesome control, great graphics and sweet cutscenes. Plus, I'll take a flery red-headed Reging any day over HI or Claire-but that's just me I thought the polygonal backgrounds in the firs same were a nice change of page, so I experted to hate DCz's switch to prevendened BGs - but I don't They look great, and allow outdoor settings, plus more distos on screen at once. Lalso like how you buy and upgrade your gear with points you earn be smilling dans, and there's less durch it than usual for this kind of game

I'm a Resident Evil-aholic, but even I have eotten a bi fired of the same old survival horror formula-that's why I love Ding a. The whole came has been rel to revolve around the action-packed run-a naplay. Sure that means you sacrifice he slow, burning fear and almost all of the su puzzles of the first game, but I was ha fun blowing away the big firards to refirst-person sections are great, and the un raphics and sound all are topnob

Capcom realized that.



Please look past the incredibly misleading license of this same. You won't be racing fonds. Chevys and Portracs around oval tracks in Jarrett & Laborte. What you will get is one of the best touring car simulators ever to grace a home coescie. Codemasters has a reputation for ultra-realistic racing sims, some thing that's caused them some heartache in the past since most console earners are looking more for immediate gratification than total realism. Keeping that in mind, anyone can pick up and enjoy some success in I&LSCR. The extended setup features should draw in the vets just as quickly, though, as this is one of those racing games that'll have you tryine to shave thousandths of a second off your lan time. The most impressive aspect, outside the con trol, is the Al of the competing drivers. If you nudge an adversary out of your way to complete a mass. pray that guy doesn't catch you. The drivers in this game remember everything you do, and they're visdictive: They's put you into the well in a heartbeat if they feel you've wronced them: This feature comes into play a lot since most of the cars in the game are evenly matched-you won't out-power other yetdes, you have to out-drive them. Expect lots of doorhandle to doorhandle racing on every track (all of which are modeled on real road courses). This is a

As long as you know this isn't a traditional stock on same you won't be disappointed. It's mostly a tour ing car sim with some NASCAR elements mixed in for flavor. All right, it's TOCA 3. But don't worry, it's e greet recieg game so matter how you allow it. The number of cars to choose from is hure, something like ad-plus brand-name vehicles, so it's not hard to find one you like. Several real tracks as well, includ ing Lagues and Warring Con aroung that MASCAP for s won't feel left out. But the star of the show is the tight gameplay-bumper to bumper all the way, it's really competitive. If I could change anything I'd make it a tad faster. Otherwise it's excellent. Dean

care facts ricearn unless of course the title led you to

believe this was a NASCAR came.

Codemosters' lengthy press release justifying the licensing of two drivers you may or may not have heard of seems to indicate that they may be as unsure as I am about why they bothered, But I&LSCR isn't about the names slapped on the box—it's all about the cars. It's an emotional thing...and very "made." Codemasters has pushed the PlayStation out as far as it will go in pumping out the detail. and the result is a racer that is comparable to GT2 in some areas. Handling is excellent (if a little twitchy) occopent Alias superb and there's plenty to keep you absorbed. If only the championship mode wasn't so long-winded and slow to get going.

VISUALS SOUND INGENUITY REPLAY



Despite being little more than a casual fan of the stal-life version. Eve always had a penchant for video game hockey. The sport just seems to translate well for gamers, with its subtle blend of speed, finesse and violence. NHL FaceOff 2001 captures the above intredients with style and the result is nothing short the best hockey same available for the PlayStation. The game engine is true to the FaceOff series, with fluid slutting and a nice feeling of momentum-based physics. Once leto the game, players will estice a tight Al routine which is markedly different from previous lackluster efforts. Scores are realistic and goolies offer just the right amount of resistance. On offense teammates cycle through the zone in various getterns, affering unique scorine opportunities at every turn, it's a nice change from games which require players to create the same crusty scoring plays over and over. Another unique first for the genre (at least on the PS) is the ability to charge forward and defense lines independentily a feature which really adds to the sim value Specking of sim, the one "bell and whistle" which

It seems like this game has reached its zenith. Even with the absence of a franchise mode it still earlies ugh gameplay puech to staed up to EA's HHL. The animation looks a little funky at times but over ell it's very smooth and fast. For me, that's the most important thing, but if you're looking for more it has a few new, albeit minor features, A ShootOut mode lets you practice your attack skills against the goal of stone Gt's nothing special). The new expansion teams are included as well. There's also an option that fees you aim your shots more precisely-but it doesn't work thet well. While not a huge advance over FaceOff 2000, it's still a solid game. Dean

989 left out was any sort of Franchise Mode. Still,

you can play General Manager for a session, outling

the trigger on blockbuster trades and creating any

new players necessary to take a team to the top

Hopefully this title doesn't get averlooked as the

wave of PS2 sports stuff hits the shelves.

989 puts forth a good effort with NHLFO, and includes a few nice touches that give the some added depth. The players look OK, but more importantly they move quite fluidly across the ice. Players also play fairly similar to their real-life counterparts, and teams eccuretely reflect appropriate strengths and styles for each clash. One element that bothered me about this game was scoring: It's missing that eminently satisfying feeling of snapping a wrister past the poolie and seeing the net buler behind him. Also, when I played a team with dark jerseys, I found myself passing to the ref in front of me thinking he was my winger on a breaktway.



ng Designs/Spac M dans

Old-sch Scrolling shooters are pretty hard to come by on the PlayStation, so fans of the genre tend to snep up

whatever they can no matter the quality. That usual ly leads to a bunch of shovelware being released. However, Working Designs takes this stuff pretty seriously and it shows. RayCnsis not only has the old-school gameplay of sheeters past—it has the bang-your-head-against-a-wall difficulty that machoistic shooter gamers out there thrive upon. On normal difficulty in special mode, RayCrisis is a good challenge for casual players, but on movimum diffi culty-watch out! For the wimpler players out there it's possible to enter regular mode and play a fivemission game that's pretty easy to finish. The gameplay is intuitive if somewhat simple: You have a regular shot and a lock on weapon that can be charned together for combo multipliers (both different on each of the three available ships), plus the kill-everything bomb. Of course, no shooter is complete with-out a collection of screen-filling bosses, and RayCrisis sucroards here ton. The hosses are home and take a lot of punishment before succumbing to your superior firepower. Working Designs also gets some extra credit for including the PocketStation game PocketRay (it sucks, but hey, it's a cool extra) The only big thing keeping RayCrisis down; why no two player mode when even the last Ray

It's not often that I see an old-school shooter come across my desk, and for about an hour or so I was thrilled to play this it has a few of the thines I really fike in shooters: The screen gets crazy with swarms of enemies, and there's some great end-level bosses Everything gets a little messy at times, as any shootor does, but this one is worse because of all the poelated graphics that are thrown up at once. Also, is doesn't have ecough of what makes shooters really fue - to es of cool power-ups. You can level up your weapon a br, but there's no veriety. This is a good rentel, but if you want to buy a shoot. er, by Einhander, Kraig

RayStorm, included it?

It's been awhite since the PlayStation had an honest, streightforward shooter, and on that level RayCrisis delivers. There's a good number of higher difficulties. and the boss battles ere leteese without being Impossible—with strategy and good relieves you can master almost all of them. Graphics are rice. smooth in most places and only slowing down when things get so interse you we'come it. The three ships also have distinct play styles that add some nice variety. Although I'd have fixed to see more levels, and the gameplay doesn't have the technique or poil ish of an R-Type Delta or Emblodes this should kee shooter fans happy for a bit (until Sitpheed). Mark

VISUALS SOUND INGENUITY REPLAY

### PlayStation.2













AS A MEMBER OF A BUTHLESS GANG OF SMUGGLERS, IT'S YOUR JOB TO EVACE THE U.S. BORGER PATROL, CIA AND CUTHIRDAY HIVALS TO GELIVER ILLEGAL CARGO. IT'LL TAKE COMPLET BARTERY OF YOUR OFF-RADO VEHICLE TO MAKE IT ACROSS UNFORGIVING TERRAIN AND STAY ONE STEP AMEAO OF THE PORCESS OUT TO OSSTROY YOU.





## SMUGGLER'S RUN

Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.

Choose from 35 different vehicles, each with unique modifications and strengths.

Compete head-to-head or run "pick up and deliver" missions against Al opponents or in full multiplayer mode.

Maneuver your way through arid desert, icy tundra, or rocky mountain forest.

Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS









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one big mistake.

Sooner or later it had to happen - a bed Resident Evil game had to make it to market. Let's put aside the fact that the GunCon support, included in the Japanese and European versions, has been removed. Sure it was cool being able to move your guy around and shoot using the GunCon buttons, but in practice it made it a bitch to maneuver, and Survivor kas enough control problems as is. What kind of prob-You can't strafe, can't look up or down, you turn way too slowly, and the game has a homble hebit of autoeiming and moving the screen around to where it thinks you should be looking. It makes trying to kill jumping or fast-moving enemies almost comical. You can't blow off specific parts of a target-like arms, or the head-and there's practically nothing you can shoot in the backgrounds. Monster All is pretty pathetic; I had a spider humping my log for about a minute without biting, and the big tyrent enemies seem to enjoy walking in circles while you slowly blast away. And the graphics? Unforgivableblocky and obelated, they still thus alone in virtual slo-no, sometimes with as tittle as one enemy on screen it's also a fairly short game. There are a few branchine, cottle, but each run through the come barely lasts a couple hours. The story is practically the only reason to play-that and a couple surprise moments that'll make you rump. Otherwise it's just

I really enjoyed all the previous RE games, and I regenue Capcom's attempt to put a new twist on the eries, but Survivor lecks the best defining treits of an RE game. The traditional feel is lost to a firstperson perspective (with no strafe option), and while doing away with prefendered backgrounds for Code: Veronica worked on the DC, it only makes things sloops on the PS. Unlimited handgun ammo also kills the resource management aspect, which made the previous REs more than just mindless plug-fests. The spatial audio placement is nice, but periodic technobests disturb the same's cerie place a semiel done right on the PSo

could have actually been a good game. I mean, the idea is cool: a first-person shooter taking place in the Resident Evil universe. Sadly though, the geme doesn't live up to its potential. First of all, it looks like crace. Really. The combines are pulled right out of Resident Evil 2 and everything gets horr fically pixel ly at fines. Then there's the gamenlavances can't strate, the bullets fire out way too slew, and turning your character takes forever. The low price (\$29-90) is great, but it doesn't make up for the fact Survivor looks and plays like a first-generation PS the. Fig.

Jonathan

Byan

VISUALS SOUND INGENUITY REPLAY

fans will likely be disappointed.

#### Snn-Cross



isn't fun to play.

LIDS Dual Sheck alistic name The balance between keeping a rading title realistic and fun is a precarious one, and only a few games-Ridge Racer and Gran Turismo, for example-bove

ever truly achieved it. As you can probably guess by

the rating, Sno-Cross was one of the far more numer

ous fittes not up to the challenge. It's not that HDS

didn't try with their first snowmobile racing earner

they worked closely with Yamaha and utilized actual

CAD drawings to create 12 super-realistic vehicles,

and everything from the physics, to the sound

effects, to the computer players' All are all about as

true-to-life as you can get. But, of course, that's the

problem-16's almost too realistic. I don't know about

you, but slipping and sliding around a course with an

easily demograd snowmobile, all while trying to race

against three opponents who apparently don't share

my control troubles, isn't exactly my idea of fun

Sadly, the two-player mode isn't that enjoyable

either—in fact I couldn't get anyone in the office to

race me more than once. Unfortunately the visuals

don't kelp the situation; this game can get down-

right univatitimes, with its close draw-in and homble

ngrt ugyatemes, with its close draw-in and homble textures. There are some interesting other modes though, like a Hall Climbing mode and a well-

designed track editor (which is one of this game's

highlights, despite a lack of tiles to build courses

but neither mean much when the core game

treme ditte

Cordossian-creamy' harmony, this is it. Star Trek: invasion dishes heaping helpings of fan service: Michael "Worf" Dorn delivers plenty of voice-overs. and even Patrick Stowart cheres in as Picard every once in a while; you'll find famous friend and for races, including Bajorans and the Borg; and familiar ships and ship types, such as the Enterprise, scoot through the ether. Oh, and the game introduces a new stren race, Put simply, Invasion is a Trekkje's wet dream-even though its Top Gun-in-zero-G theme is an allen concept in Gene Roddenhem/s unlverse, where usually only big ships brawl. But it's the mission variety here that'll suck in all types of spacecombet fens. During the 30 missions, you'll fly a closked ship past enemy scans to nuke an entire ship turnet and fend off buzzing attackers. You'll infill trate a Bore cube and blast its guts. Two-player cooperative missions pop up once in a white, too (they're may more fun than the regular two player versus mode), impasion ain't without its faults Crafted by some of the members of the Colony Wars

If ever there was a same that brings Treldows and

Trek-haters together in Borg-blastin' peace and

Star Trek: Invasion

Invasion is a fresh take on the Trek unswerse, even if It does stretch things a bit to make the doefighting concept fit. Die-kerd PS fens can tkink of it es Colony Wers meets Starfleet. The atmosphere of the game is excellent - the graphics are eye-googing and the thematic music does justice to the series. The goening scene of the Enterprise-E cruisure by an asterold field really foreshadows some of the fantas tic visuals to come. The only problems lie with the controls. They are a tad touchy, and the weapon selection is cumbersome, particularly during combet. Eventually you'll get used to it but until Kraig

team, the same is often as difficult as those

Psychosis shooters. Fortunately, you can save after

every mission. Just propare for plenty of frustration

before you boldly go...well, you know. Crispin

Take Colony Wars, hell-take the Colony Wars team and insert Star Trek references wherever possible. It may sound odd, but it works. Once you get over the culture shock of the Trek universe being filled with small flatter ships, which just seems inherently wrong, it's remarkably absorbing. The story is involve ing and sucks in all the Trek faves; you go up against Romalans early on in the same and then have a crack at both the Cardassians and the Borr, before entour tering the games "all-new" race of psycho aliens it's compelling stuff, and it looks beautiful. Tracking will love it, and space combat buffs will revel in the excrucletingly tough gemepley.

VISUALS SOUND INGENUITY REPLAY

Sno-Cross is a weak starter but becomes more toler able as you build up your sled. That's not exactly high praise but often decere racing games are brought down by their early, less exching levels. I'm not saying it gets great but compared to the initial crappy sleds and courses, it picks up. Still, I have to say it's no Sied Stern-not by a long sket, Overall, the handing is loose, the courses ankward and the graphics USE So So. The difficulty level is a bit whacked as well. it's a challenge to win on any level, due in part to the slippery handling. The track editor is nice and the Dean you'll feel like a red shirt ensien

first-person wew surprisingly good, but in the end, I didn't have much fun with this one Sno-Cross is perhaps the coltome of the "average" game. Despite decent controls, the game only allows four recers to compete at a time. That makes for some boring races since the CPU's usually kicking your ass, and the trecks ere too demn long. The lack of a competent vibration system also sops whotever tactile exchement could have been had from the game. Is it a too-realistic simulation?

Not really Riches a snowmobile is an often terrifying experience contineent on the conditions of the show you're rading on. Sno-Cross affers not only very ittle of the adrenating-pumping fear, but also very lit

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Originally part of Psygnosis' lineup before they closed up shop, Midway has decided to release this funk, puzzle/party game. Team Buddies is a brightly co ored slab of high-energy weapon and buddy building that lets you square off against three other friends (provided you have the Multi-tap of course). Your job oile of blocks," return them to your building pad and cash them in for a variety of weapons. You'll wield rocket-launchers, extra buddies, machine gurs. grenades, etc. It's nicely balanced for either solo play or party time-there's a cute story mode to play through if you have no friends, and there's many many multiplayer games if you do. The game can be confusing at times as it's occasionally difficult to place the blocks in the right spots, trying to figure and what exactly you're building can also be a challenge. As you progress through the game, you unlock more and more secrets to use in multiplayer. The odd camera perspectives can be tough, but once you've to it, the game becomes a graphically appealing form that boasts one of the best some soundtracks you've ever heard. Ranking right up there with Wipeout XL, Street Fighter III; Third Strive and Ridge Racer Type a, the music and sounds are one of the best parts about Team Buddles. This one isn't essential, but it's one of the best multiplayer games since Poy Poy

Am I supposed to feel bad I'm blowing away cute lit tle jellybeans? I mean, they have gurs and are blast me away at me-it's cool to kill them, right? This is such a wend little game. But, at the same time, it's also very cool. The gameplay is fue, I love the mission structure, and the graphics are quite been. hink of Team Buddies as a simple version of Command and Conquer laced with a very warky story line, except you can only control a couple soldiers Who look like candy. My only real problem with Team Buddles is it nets a fittle too silly at times, e's easy to see this came was made for strategy gamers of all ares, which kind of alienates hardcore fans. Ruan

I must give Team Buddles credit - it's a fresh idea. and once you get used to the puzzle elements (stack ing boxes in order to create power-ups), it becomes a lot of fun. The same is pretty humorous tog-I thought it was incredibly furny when I repeatedly ran over to the Mileman's base to steal and break his boxes. Ole didn't find it so amusine). I think Psygnosis did a fine job of mixing the action and puzzle elements, but there were times when I just felt that I'd rather have one or the other done better (usually when I was getting blasted in the back by the Milkman). Worth checking out if yo

VISUALS SOUND INGENUITY REPLAY

Bomberman-style action



Dual Shock The new transal move

orst Feature: Long character-select load time www.neversoft.com Web Site-Attention all developers working on THPS clones

come out with your hands up. Neversoft has built the ultimate skate game with this sequel, it packs more pro skaters, more tunes, mare level objectives, more moves and more real environments. But let's not gloss over the details. Rapid tap the X button after you bail, for instance, and you'll ben back on your board more quickly. Switching to a goody stance actually affects your performance, it's easier to wall nde. Landing sloppy or busting out of tricks early screws your score. And now you can perform manu-als, which singlehandedly make THPSa an entirely new game when it comes to combos. Perfect your manual technique and you can theoretically combo an infinite number of tricks (well, as long as you don't lose momentum). Manuals make for astronomical trick totals want to mention a much more unter esting game of two-player H.O.R.S.F. Hotorhupately. Neversoft didn't have time to implement a multiplay er tournament mode. But you'll find no shortage of for a big hint). And then there's the intuitive course editor, which gives you all the tools you need to build any track you can imagine. (DexDrive users, listen un-custom courses only take up one block.)

Take Tony Hawk, put in bigger levels, a park editor, a skater editor, more tricks and an even better soundtrack. A winner? Hell yes! There are some really sick combos possible in THPS2, thanks to the new manual system. Some of the guys around here can string together tricks like nobody's business, it takes a lit tie practice (much like balanding ennds did the first time you picked up the original game), but like every thing else in this series it feels entirely natural after a short time. THPS2 suffers a bit from the limited power of the PlayStation, but what game on this system doesn't? Go buy this game now...unless you wanto wait for the DC version like me. Gren

Combine the track editor with the ultra-deep create-

a 4 kater option and THPSz gives you all the tools you

need to build your own Tony Hawk clone. Crispin

Many times sequels are botched by overly ambitiou developers. That's not the case here. All the stuff they've added is really useful, namely, create-askater, the manual trick and the track editor Thankfully they dign't mess with the same engine. The level editor is the best idea of all Everything is displayed in 30 so basically it's just a matter of plac-Ing each chunk in the desired location. Throw in some rails, benches, ramps, whatever and you have your own park. The manual trick is my next favor to It lets you link tricks by balancing on two wheels tween maneuvers. They've done a great job of for-

VISUALS SOUND INGENUITY REPLAY

Dean



Worms in aD



EGM #133

aim weapons in 3D If you have never played Worms, then you might not fully appreciate Hogs of War, the first same to put the addictive turn-based combat style of Worms into three dimensions. Originality is very important to me, so I was a little wary of giving such a blatant knock-off of Worms a high score. But the transition to 3D is executed very well, and Hoes of War is fun to play solo or against friends. The missions start out slow, all of your troops are basic grunts, and you only have a few tools available for combat. As you progress, however, you can upgrade your corps of pigs to either heavy weapons, engineer, medic or esplonage types and fully develop the unit to your Trung. The pig theme adds some character and surprisingly doesn't get fired, but the voicework and the attack phrases can grate the nerves (fortunately, you can turn voices off). The few problems I had with

Hogs were trying to aim widespread projectile weapons like the bozooka, as well as trying to mangate my soldiers over hilly tentain, tinspectacular, yet surprisingly solid. VISUALS SOUND INGENUITY REPLAY



Whoever green-lighted bringing this game to the States has got to have buils the size of Philadelphia, Strongly Japanese in feel and design, some may dismiss Incredible Crisis as a niche title, but they'd be missing an oddly entertaining little game. Essentially a lance collection of simple but fun mini-games (24 to be precise), IC is a one-player

party same that is equal parts inspired and bizarre What other same has you give a sexy woman in a red dress a backrub on a femis wheel? Or steer your ambulance stretcher through the oncoming traffic of crowded city streets? Or trying to stop an elevator in mid-plummet as objects fall on your head? This game has a ereat sense of humor, and panodes everything from movies to other video games. Plus every mini game you beat becomes unlocked in your "library." so you can play your favorites again easily and show your friends the furny ones. The graphics are simple, but attractive enough, and the sounds are amusing If wou're in the mood for some thine different and a littie "out there," give this one a shot.

tifving an already stellar same.



SPREAD THE WORD



AOL KEYWORD: EBWORLD



Dual Shad

Worst Feature: Tracks pretty much the same — all dirt www.acclaim.com Having limited knowledge of the sport of motocross, I dove into Isramy McGrath Supercross 2000 assuming it would be a somewhat respectable simulation. After five minutes of play I decided that if this is what the real thing is supposed to be like, I hope never sit on a dirt bike. Supercross 2000 suffers from the two most significant flaws a racing game can have: poor framerate and sloppy controls If the framerate of this game renders it nearly unplayable, then the loose controls render it compictely unplayable. Now we know the reason why the Senes mode is limited to only two players, the engine can hardly handle seven computer opponents. One other thing that doesn't make much sense, the two-player splitscreen is horizontal and cannot be changed in the options menu. Already annoving in other genres, it's especially frustrative in

a racing game where peripheral vision is important. Struceline to control your racer and eye fatigue are two reasons to avoid McGrath at all costs, and I don't think you need any others. VISUALS SOUND INGENUITY REPLAY

# Tyco RC

Lucky Chicker aal Shork it's got the actual Tyco RC vehicles www.mattelinteray

Bumping into thre.com

wells harts bad As with Acclaim's RC Revenge (also reviewed in this issue), Tyco RC: Assault With a Battery is a game that comes as a result of the recent popularity of the kart racing genre, and offers absolutely nothing new And unfortunately, Tyco RC isn't nearly as errowable as RC Rovenge (which I happen to really like). The only reason you'd ware to pick up this game is to play with the Tyco RC cars, which are all found here, But even fans of the cars will soon become frustrated with this game, since despite the accurate car models, il certainty doesn't offer accurate physics, in real life, when you race these Tyco RC cars, they bounce, hip and jump around whenever you his obstacles However, in the game, there will be times when you'll just nudge a wall and it'll bring you almost to a complete stop. That, I find, is poetly indiculous and defiritely very annowing, Graphics in the game range from decent to actually pretty good, but the

music and sounds are just blan if you're looking for an RC-style racer, RC Revenue both looks and plays better than this effort.

#### NASCAR 2001



Daytona

56M #231

Every year we expect NASCAR to be better than the last, and for the most part it hasn't disappointed. Unfortunately this edition doesn't follow tradition and suffers from enough problems to say that it's a step backward. A couple nasty flaws really stand out. first I can only describe as excessive camera shake. The effect is meant to re-create the violent jostling that real drivers experience on the receivey. hat's great—it's a good idea in theory anyway—but jumps around to the point of absurdity. My second

price involves the way the cars handle or, more anthdon't handle. They swey from side to side like the waves on the ocean. Every deviation in direction has them rocking back and forth like an old Chevy with loose springs. It's possible to clamp things down somewhat, but the problem still persists. I successor objectes module memors all that present and

On a positive note, Daytong is in the game. Still, in light of the problems I'd cool my heels until the PS2 version comes out this fall. VISUALS SOUND INGENUITY REPLAY



e: The price The meneto

**Dual Shock** This game reminds me of the onemal and outstanding Road Rash for the Sega Genesis except you're on

a PS game. The mediocre production values in this title are apparent from startup. Drivers and sleds look like they're out together with jumbo sund plant els, and the snow couldn't even pess for really bad fake snow. The courses are fairly bland and the computer Al wimpy: without even looking at the instructions, I was able to win the first race I entered. Following a recent trend of mehe-based, budget priced, shallow-premise sames that remind me of lete 'Bos arcade classics, PSC is a fairly one-dimensional experience. While PSC did not exactly keep me riveted to the screen, the game is not unplayable and with the lower price point, it may even appeal to a very specific type of gamer. If you're a hardcore snowmobile enthusiast, or you're looking for a new. cheap racing game to play at your next social gather ing then PSC may be for you. For everyone else. In

commend taking a pass on this one.

#### Pro Pinball Fantastic Journey



Hard to see

pisball feel

everything

**Deal Shee** 

Pinball machines are cool because they are real. tain us in this era of virtual everything. Empire adds a new table to their lineup of solid pinball sims with PPF). Like their other titles, Empire pets the ball physics lust right as PP has a wonderfully authority feel to it. At the same time, the board is still a little tough to see from every angle, and some of the intricate details get lost in the aging graphic capabilties of PS, it is ironic that games which celebrate a nostalate slice of interactive enter will benefit from advances in technology as next stneration consoles will be better suited to recreating the vivid colors, sharp details and threedimensional boards that make such games timeless. Meanwhile, the board on PPFI has a time trivel thems and has a nice mixture of ramps, spinners and other contraptions. My biggest complaint is the same one five had with previous installments of video conball: The entire board is hard to see from any angle

and from any view setting. VISUALS SOUND INGENUITY REPLAY



with limited memory =

: A track editor

EGM PIES e: A track editor

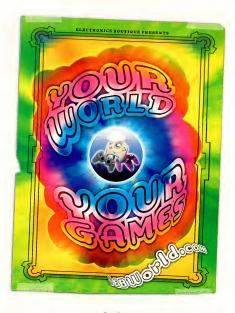
**Dual Shock** www.acclaim.com The world needs more kert racers, No. senously. The

market should be so flooded with mediocre kart racers that everyone will get sick of them and the genre will die (or at least go away for a while). RC Revenge from Acclaim is a good first step in the kart racer rejuwination plan, as it offers absolutely nothing new or innovative and at the same time manages to screw up the accepted conventions of the genre. The first time through most of the tracks will appear to be creative and fun, but by lan two they quickly turn obnoxious and cluttered, Let's run through the list of power-ups: a shield, a projectile missile, temporary speed boost... you get the picture. Being constantly battered around by your opponents doesn't help, and makes RC Revenge more akin to humper cars than actual par rappy. Thankfully, Acclaim fixed the framerate problem that plagued the awful port of Re-Volt, so the game is at least somewhat playable. But with Crash Team Spoint and Mario Kart as avail-

able arrives, who would want to try one of the other

so, oop alternatives instead.

Andrew







Let's face it, Take 2 interactive's series of \$10 games has been, well, disappointing to say the least, No, scratch that, releases like Spec Ops and Gradee Warriors have been little more than prices dried coasters. Thankfully that's not the case with Spin jam. Not only is this game worth the measly amount of money it retails for, it's one of the few puzzle titles I'd recommend grabbing even if it carried a full-price sticher - it's that good. The basic idea is similar to Rust-A-Mews, but the owneall objection is much more involved. Like BAM, you have to link up

three bubbles of the same color to make them soo. but in Spin Jam the explosion causes the other bub-bles on the far side of the contral ball to fire mateuard. Before they launch you have to burn the playfield to line them up so they bit the larger colored bubbles on the outside, eventually making them burst. You've got to see it in action to understand, but suffice to say, the any good puzzle game, it gets addictively complex the further you so and the two-player mode is a blast, Give it a try.

#### VISUALS SOUND INGERUITY REPLAY

## Sydney 2000 EGM PIZE

Loss of crappy and Like the DC version, Sydney 2000 on the PlayStation

has a robust variety of events, but it suffers from a lot of the same problems-only they're worse. First and foremost, the player models are laurhable, and that's a big blemish since the Olympics focus on Individuals. There's ne way in hell most of these per ple could be Olympians—they'd took more at home at a Weight Watchers clinic. Not only do they look funny, but they animate very poorly as well. For champions of speed and finesse, these athletes move pretty damn clunkly. Some events are worse than others-kayaking is so choppy your boat skips across the water like a rock, and the Hundley compe tition takes place from a bad comera view to comple ment its ugly graphics. What it all comes down to is that although Swings 2000 has its moments it has too many problems for it to really be fur. While the

Dreamcast version is just passable, this one slightly fails. Hepefully something more deserving of the five rines comes out soon, while arryone still gives a darm about the Olympics. Krajo

#### **Dynasty Warriors 2**





FGM Resc David Short o If nothing else. Dynasty Warrings 2 is a unique ears

ence presented within a sturning graphical shell, its best and worst attributes can all be traced to the game's most prominent quality-its rejuctance to fit into any one particular genre. On one han DW2 defies strategy game convention by putting full control of only one character into the player's hon As a result, the same is dripping with action. When you're not sixing at enemies with one of several available weapons, you're noing a horse across the map to support units in trouble and boost your troop's morale. Watching two or three dozen warriors clash at once white the PS2 effortlessly keeps pace is impressive. On the other hand, rolling action, fight ing and strategy elements into one package means making sacrifices in each area, so more particular gamers may long for greater depth. The stratusy ele-

ment is really limited to either attacking or not attacking a mass of enemies, and there is little need for planning before battle. As far as the action ele ment is concerned, the attack moves look rice but there are very few of them, which means the same monotorous button-pressing over and over most of the time. And since single betties can last over an hour, all this repetition definitely hurts the over experience. Nevertheless, DWa is fundamental ets the overall

#### intriguing and a decent execution of a very origi

imagine what any of Koer's strategy titles would be like as an action game and this is what you get. There are a few flaws once you get post the initial of the graphics (which are amazing), it feels like a first preration same—like a PSs same with uperacled graphics. Control is bight, but the camera is too often not where you want to be looking. The biggest problem, though, is that the combat in the houseplus bet-tles gets monotonous. Hack, stash, look at the map, repeat. Each character has his/her own style, you're stuck with his/her moves and weapon all the way through. The combat's too simple for a s professes to have more strategic elements. Chris

With a good deal of action and pretty decent artwork DW2 seems really appealing at first. I found the action to be remniscent of the old Ninia Turties. arcade game-once you figure out which of the two or three moves to use when, you lose interest after a couple of levels. Although there are several different characters to play the game with, they're not going to make you want to start an housines battle over again. The sound, story and gameplay are pretty average, so there's not much to bump it up the chart while fur for about the first half hour, DWs gets too repetitive to really enjoy long-term, so you'll probably want to rent this one first.





DCM from Eternal Rine is so similar in most ways to From

Software's earlier King's Field games that it makes you wonder if it was shot out solely to take advantage of the PS2 launch. There's a disturbing tack of contro no analog stick support, no jump, no dodge, no shield or block move. You basically run up to an enemy strike with your one same attack—repeat until one of you is dead. And the bad guys are pretty dumb too; most of them would be a snap to kill if not for a bug that allows their projectile attacks to fly through walls. But combat, as well as the overall game, is clayated a bit by the rines you can find and create. Gems left by defeated enemies can be forced into many nors with all sort of different nowers, depending on the elements of the gems used to create them. There are soo different rings in all, and experimenting with gem combinations and fidding with all the different magics is really the one part of the game that Graphics are crisp and smooth, but then again this is the PS2 and there's nothing that complicated spint on-buildings and outdoor segments are simplistic and textures repeat often. The game tries to inject some life through registime story cutscenes and voicework, and it does become interesting later but never totally engrossing, Basically ER comes down to this: a decent launch title for new

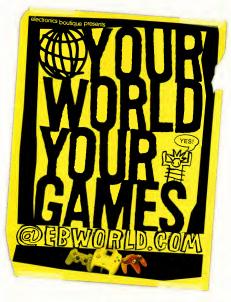
It's King's field all over again. I guess the thinking behind releasing Eternal Ring is pretty sound from a financial point of view, but this game has that "we need to rush out an RPG for launch, who cares if it's any good" feel to it. The real-time sword fight-ing quickly becomes a repetitive affairs sten forward. jab, step back, repeat. Even after garning the use of magic, combat is an incredibly boring experience. with control so dicay that dying unrecentedly is an all-too-common occurrence. Eternal Ring doesn't even have the luxury of an interesting story to gloss over the bad garneplay, From Software still doesn't

know how to make a good RPG

PSa owners desperate for an adventure, but ulti mately flawed and disappointing

Eternal Ring won't sell you on the PSa handware. but it's worth checking out for FPS and Action RPG fams. The ring system, which lets you develop strengths and tweak spells, is very cool, I would liked to have seen more brainwork in the game, thougha healthy set of Zelda-esque puzzies could have worked wonders. I also found mane honder for fancier special effects; most of the levels and monsters look good but a lot of the spells are disappointing. Unfortunately compat could also use a Inthe spruding up-you end up employing the same simple faction in almost every situation. Not a blockbuster but worth a try

VISUALS SOUND INGENUITY







Dual Shock a There's no doubt in my mind that this is the best

looking PS2 game out of the gate. Whee I first boo ed it up, I thought I'd died and goee to football heaven, and for good reason. The attention to detail is incredible. There's the things you'll see during gameplay, such as the receivers reaching out to catch the ball, or the way players' body parts react when hit. Then there's the coaches on the sideline, or the chast-wate moving the First Down marker before the players bernel into it. But the most amazine things are the moments you might need an instant Replay to catche a QB streacing at a receiver who drops the ball, the grass stuck in helinets, or players following the ball into their hands with their eyes-were can even see them spread their fingers to accept it. Of course graphics aren't the only draw, lust like its PSs counterparts, PS2 Madden is a very realistic brand of football that's made even moreso by the animations. for example, you can't just hit a receiver in the back for him to make a catch anymore, now you have to out it somewhere his hands can reach. The news isn't all good, however, whereas Madden PS:'s gameolay might be a little too fast, this one is a little too slow Players don't seem to move quick enough, even if you pound on the speed burst. It's not too bad, but Madden fars shouldn't expect this one to play as quick as you're used to. A small price to pass amazing progress.

it's a brand-new ball some. Pardon the diché but it annies. The nizus sound effects and commis more be familiar but the soul of the game is completely eew. The overwhelming theme? It's more a sim than ever before. It truly requires a knowledge of football strategy to be successful. In the PS version you can get away with a lot of sloor that won't happen here A smooth framerate, killer animation and decent Al keep things very honest. I miss the exaggerated colthat would look out of place with the realistic nature of this trile. One complaint: It's mighty tough to break through the offense line. Otherwise,

Undoubtedly one of the highest profile launch games for PS2, EA has done almost everything right wit Madden. Jaw-dropping graphics and attention to subtleties eover seen before ie a football game close the gap between this simulation and the real thing more than ever before. The eye movements and facial expressions are astonishing, and the huge vanety of catching and tackling animations make this game come alive. Fortunately, EA included just about all the controls and plays you're used to from now ous Madden games. About the only major gripe have with Magos PS2 is that generally has a slightly

I've found my new obsession,

sluggish feel to it.

ISUALS SOUND INGENUITY



Excellent one that for in m d Ch

I low this game. Five with all the great American developed launch titles on the way. RRV is the reason I'll be buying a PlayStation 2 this month. It embodies almost everything I look for in an arcade-style racer. awesome graphics, smeeth framerate, letenne speed and a collection of cars that caters to even driving style imaginable. Once you've discovered which machine works best with your style, there's nothing you can't do on the track. The cars handle so well it's almost scary. The debate as to which of the first four Ridge Racer games had the best control can be out to rest, since fams of every one of them will find a car they Blue in RRV. Much like earlier games in the series, all seven of RRV's tracks are connected. sually featuring some of the same turns every time. That said, each track offers a unique challenge, so lack of variety isn't a problem. The only place where some more variety would be more is in the car designs. Once you've seen the main group of webides, they just keep rezopearing with different body modifications (the hidden cars are a lattin more interesting, but you can't use them in the official races anyway). A collection of vehicles more akin to the ones found in Rage Racer would have been best here. But the big twason why Ridge Visin't receiving a to from yours truly. The two-player solid-screen mode is ugly to the point of being offensive -- inex-

No Surprises here; Ridge V is as good as we antici pated. Having played the Japanese version for som time we knew what to expect. If you're a fae of the classic Ridge Racer paeache you woe't be disappoleted. The game manages to retain its famous drift-style gameplay while incorporating new flash. It's amazing that it can look so good yet still keep a respectable framerate. I still think it's odd however. that the cars made for gro actually slide better than the drift vehicles. The drift cars bend to slow quite a bit when you whip 'em around the comers, whereas the grip cars slide and keep speed. Not much of a complaint mails. RRV is a very solid same. Boom

cusable on a system this powerful.

In part because I expect great racing games from Namos, and in part because of similarities to earlier Ridge games, I liked RRV but it never blew me away. The graphics are nice—there are a couple bad ten tures you may notice, and some serious fog two-player mode you can't mass -but mostly it's blaz right fast, crisp and detailed. Controls feel grea although I prefer the Cep-type cars now for the first time) with good use of the analog buttons. I adjusted and was back in form after only a few races. But win ning don't come easy. Computer cars are fast and love to box you out (a relief after Ra's wimpy A(), All said, I found RRV pollshed, but predictable Mari

SSX is a pure advenaline rush. It bombards the

seeses with incredible speed, faetastic graphics aed excellent sound. Rather than go the music route, EA actually had a real artist (Mix Maste Mile) come up with original songs to fit the game. The result is astounding, and the combination of the in their native language and/or accent) is unparalleled. You'll even hear the WCW's Mean Gene announcing a racel All eight boarders have unique trick repertories containing 50 different maneuvers fincluding my favorite, the Canadian Bacon Airl which you unlock as you build up their stats by com peting in different races. There are several broads to unlock for each character as well, and using differen types results in a different trick set for your rider. This all adds up to a surprising amount of depth for a name that could have been just another snowboard ing title. While the control takes a little setting used to [most people automatically want to play it like Tony Hawk), it's easy to appreciate the subtleties after only a couple of races, I can't savenouth cool things about SSX, but there is one downside: slow down, it's very infrequent and doesn't really bother me in the heat of competition, but it's there. I guess the new-system blues bit the guys and gals a EA., bummer, Oh, and the Canadian girl is totally bot I'm all for that in any video game, Buy this, Crest

Snowboarding games haven't held my interest since Steep Slope Sliders on the Sature () was never a big Cool Boarders fan), but SSX succeeded in briteins me back for more, even when I was doing poorly (some advices Don't start the game playing with Max) Courses are long and varied enough that it doesn't feel like you're whizzing past the same scenery over and over. The sense of speed is intense (helped along by the excellent soundtrack), and aside from an occasional drop in framerate, the game runs "sweete than camps," as Elise would say. This is no PSa same that plays as good as it los

SSX is about the most creative snowboarding game I've played. The flashy environments, shortcuts and insately lone tracks keep the adversaline flowing. But most importantly, it really looks and feels like you're snowboarding. Like how the snow trails behind you board charge shape depending on your arrele. Sure t may seem like no big deal, but the game is packed with small touches like that, I also like the freedom of the tracks-each has multiple routes, including many rewarding (and challenging) shortcuts. 5 t's golden, except for one thing. All the graphica bells and whistles drag the apood a

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# **Swing Away Golf** - Amah

Publisher Electronic Arts Developer T&E Soft FGM #135 Dual Shock 2, Multi-tap 2 upcorts Best Feature Worst Feature Goody caddles

Web Site:

Orite a hit of time naccorl between the much PlayStation launch (September '95) and the release of the first fun colf came (Hot Shots Golf, April 'o8) That won't be the case for PlayStation a owners. however, as Swing Away Golf mimics the Hot Shets formula with some success. Whimsical characters and a cartoonish look give the game a light feel, but underneath lies a deep game of splf. These are a number of shots to master and success depends on coming to grips with some of the intricacies of the sport. For instance, did you know that moving your front foot toward the ball will help induce a draw? Swing Away knows it, and allows you to adjust such minute details. If you're intimidated, don't be, as the game brings you along the learning curve with a welldesigned tutorial. The course generator is a cool idea which falls short of its potential. You suggest parameters for a hole, such as par 3, dogleg, lots of water, and the game randomly generates it. Kind of a hands off approach, if you will The real fun in the game rests in the Story mode, where you work rough imaginary calendar years to progress from Amateur to Pro. Alcor the way you'd meet the yardous characters in the game, earn points for winning and his fancy new enumers. The game's only real drawback is the pace of play, as load times between shots and holes get to be a bit much, Still, it's a small price to pay for a solid game

Hot Shots Golf it isn't, but it's not too far off. I don't think it's possible to make a more obnoxiously cute game that involves steel clubs and a small, white ball than Swing Away on the PS2. Pastel colors, cute at me-style players, pre-pubescent voices, and melodramatic reaction shots may turn off serious golf players, but it shouldn't. The game is challeneing and the graphics are great, save a few minor choppy animations and camera pans here and there. there eren't that many play modes (like Skins, Fourplay), but there is a course editor and a really cool Story Mode that adds tons of death to the pleasantly fun golf game. Kraig

I couldn't wait to get my hands on the first golf gam for PS2, and was especially excited about SAS because of its magnificance to the new classic For Shots series for PS. Wrife there's no question that it sports absolutely heautiful eye-candy and brings courses alive with amazing detail. I'm a little burnmed out to report that the feel of the game does-n't stack up. I found the delay between taking my owing and watching the onscreen follow-thiough detached me from the game and left me feeling like I was coaching a player instead of bring the player. Putting is also unacceptably stiff as my ball appeared

to stop abruptly instead of trickling to a stop. Joe VISUALS SOUND INGENUITY REPLAY

Animorahs



kid's books

DISSMISS Best Feature: True to the Worst Feature: Mice-fighting Web Site

Ubi Soft

Featured In EGM #133 www.ubiseft.com

If I didn't know any better, I'd say this was a terrib

hacked-up foreign version of Pokemon. While Animorphs is ambitious and does a fine job of trans lating the books into a video game, (it's even presented by the book's publisher, Scholastic), there isn't much originality here. You start in a little village and have the ability to talk to all sorts of people, and run into little creatures, instead of suckeningly cute Pokemon, Animorphs has mice, goats, snakes dags and other such animals. Instead of canturing these beasts after defeating them, you simply morph into them. The more battles you win, the more animats you can morph into, and the further you property, the more excels the animals become

The password system is temble, filled with tons of different symbols to jot down and scroll through. Like 99% of games out there, it's your job to save the day-in this case, from a race of extl, mind controlling aliens who plan on taking over the Earth OK, so it's not very unique—it's a Politimen rip off

but it's not too bad of one. VISUALS SOUND INGENUITY REPLAY

Monster Rancher Explorer

Featured in:

Link Cable

Web Site

Rest Feature: Simple est Feature: Stiff control

and beging puzzles

When I first peoped Monster Rancher Explorer Into my trusty Game Boy, I was reminded of the glory days of the NES-simple graphics and unique gameplay hooks. As I got further into the game, though, I was reminded about another aspect of the glory days-nostalgla aside, most games really weren't that good back then either, Monster Rancher Explorer Initially tooks fun, but quickly gets repat-Ithe. The game takes place in a mysterious tower that becomes overrun with monsters. Ascending the

tower requires moving through each floor and solv ing a key/locked door puzzle; you possess the ability to create and destroy boxes at will, using them as stocladders to navigate those puzzles. The problem with the control is that your character moves around very rigidly. The puzzles themselves are adequately challenging, but tend to get repetitive after about the soch stage. Boss fights every to levels and being abid to unlock monster assistants helps to alleviate this problem somewhat, but not enough to maintain interest in MRE long term. Andrew

**Test Drive Cycles** 

Link Cable

appy control

lest feature

land feature Simple.

Web Ster It doesn't matter that TDC is chock-full of race modes, features over so real-life bike types with assistnable power-up attributes, tons of tracks and councided detailed evanished for does it reather that it has an interesting Cop Chase Mode that allows you to dish out tickets to crotch tocket speedsters. or that you can link up with a churn for some two-

player fun. It doesn't matter because the actual racng part of the game sucks. Sure it's not all the gravy, but when you get to actual meat of the gamethe racine riself-threes fall apart. All too often I'd get into a groove in the Tournament Mode and then come across a fundamental flaw that zapped the fun right from the same. Most of the time it was the tedique turning process, thanks to the unrefined

control. This really threw a wrench into the works. Other times, the game suffered from a general tack of challenge in a lot of the races (outside of the difficul ty caused by the controls TDC isn't a total loss, but all not what it should've been. Get another racing

Turok 3

Best Feature: Vehicle type of gameplay

EGM #134 Web Site

I've said this time and time again is the past, but nine times out of so, the GBC version of a big console game is going to suck-such is the case with Turek v. Granted, it looks nice, but it's just not that fun te play. Each of the game's five main levels is broken up into two gameplay types. One is a 3/4-overhead perspective vehicle-based jount, where Turok gets to show off his driving skills in a tank, leep and power boat. The other is a side-scrolling, kill-the-enemies and-find-a-key sort of thing. The vehicle stuff can be

N64 Turok game), but the side-scrolline areas are ridiculous. On various levels (an enemy compound, prison, forest, etc.), you're configured by enemics who just keep coreing and coming no matter what you do. The whole process is wildly tedious and repetitive. Controls are clanks, which is only made morse by the fact that health packs give back only about 1/10th of your total health (akhough some packs respawn). There's no good reason to buy this

game-so don't VISUALS SOUND INGENUITY REPLAY





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#### ESRB Rating System: www.esrb.com



EARLY CHILDHOOD RATING: Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.



EVERYONE RATING: The E Replaced The Previous K-A Rating Last Year, Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.



TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence, Some Parents May Want To Supervise Children Playing T-Rated Games.



MATURE RATING: These Games Contain More Adult Themes. Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.























#### **EGM's Last 102 Reviews** From EGM #131 - 135

|    | Game<br>comit ser<br>4 Wheel Trunder | Publisher      | Best Feature<br>Salid framerate    | Worst Feature<br>Tee Officut              | Scores |     |     | Issue # |
|----|--------------------------------------|----------------|------------------------------------|---|--------|-----|-----|---------|
| Ð٢ |                                      |                |                                    |   | -      | -   |     | - much  |
|    |                                      |                |                                    |   | 6.0    | 7.5 | 6.5 | 132     |
|    | Aerowings 2                          | Crave          | You Can Shoot Stuff Hew            | You Oce't Get Any Air-To-Ground Missions  | 4.0    |     |     | 134     |
| ш  | Bust-A-Move 4                        | Taite          | Addictive Camepley                 | Sickeringly Cute                          | 8.0    |     |     | 134     |
|    | Cannon Spike                         | Capcere        | Old-School Cameplay                | Levels Too Short                          | 6.0    | 6.5 | 6,0 | 135     |
|    | Deep Fighter                         | Ubi Seft       | Nice Grephics, Lots Of Missions    | Controls, Tough Basses                    | 1.5    |     |     | 132     |
|    | Braconus: Cult of the Nyrm           | Crave          | Level Oesign                       | Enerry N                                  | 8.0    | 5.5 | 1.5 | 133     |
| ш  | Ecco the Dolphier Gefender of Future | Sega           | Gorpeous Graphics And Sound        | Tough Learning Curve                      | 9.0    | 9.5 | 6.0 | 135     |
|    | Evolution 2: Fer Off Promise         | Ubi Saft       | Nice Combat Engine                 | The Bosses Are Mean                       | 7.0    | 4.5 | 1.0 | 132     |
|    | FI Warld Grand Prike                 | Seça           | Completely Customized Setups       | Slows Down With Lots Of Cars              | 8.0    | 8.0 | 7.0 | 132     |
|    | fur fighters                         | Acclaim        | Huge Veriety Of Gameplay Styles    | Some Areas Cet Tediozs                    | 7.5    |     |     | 133     |
|    | Geuntlet Legends                     | Makey          | Smooth, Even in Four-Player        | Dawn This Game is Hard                    | 8.0    | 10  | 5.5 | 132     |
|    | Grand Rheft Auto 2                   | Rockster       | Graphics                           | Assing Control Feets Weird                | 8.5    | 6.0 | 5.0 | 132     |
|    | Genbird 2                            | Capcom         | Cld-School Sheatin' Fun            | Often Can't Avoid Deeth                   | 7.0    | 7.5 | 5.0 | 135     |
|    | Magforce Racing                      | Crave          | Smooth Framerate                   | Tripod Vehicles                           | 5.0    | 2.0 | 5.5 | 133     |
|    | Marvel vs Capcom 2                   | Capcom         | Awasome Graphics And Gameplay      | It Doesn't Cook Erreakfest                | 9.0    | 9,5 | 8.0 | 133     |
| •  | MDK2                                 | Interplay      | Gorgeous Visuels, Derk Humor       | Some Might Not "Get" The Humor            | 9.0    | 9.0 | 9.0 | 131     |
|    | Power Stone 2                        | Capcom         | Aviesame Environments              | Can Be Coefusing With Four Players        | 9.0    | 8.5 | 8.5 | 134     |
|    | Railroad Tycobe II                   | 0.0.0.         | Strategic Depth Online Play        | Joyped A Little Too Cumbersame            | 7.0    |     |     | 135     |
|    | Reinbow Six                          | Red Storm Ent. | Realistic, Lats Of Missiens        | Complicated Coetrols                      | 6.5    | 10  | 8.5 | 133     |
|    | Ring, The                            | Infogrames     | Detailed Environments              | Sound Or Controls, It's A Toss-Up         | 3.0    | 6.0 | 5.0 | 134     |
|    | Rosts 2049                           | Midway         | Brittle Mode                       | Mostly Just The Same OF Rush              | 6.0    |     |     | 135     |
| ш  | Seamon                               | Sega           | Oredpan Humor, Opinions On Life    | Little Loose On Voice Recognition         | 8.5    | 6.5 | 9.0 | 134     |
|    | Silver                               | Infogrames     | Story Line, Voice-Overs            | Battle System                             | 7.0    | 6.0 | 7.0 | 134     |
|    | South Fark Railly                    | Accizen        | Graphics, Toes Of SP Characters    | Pretty Much Everything Else               | 3.0    |     |     | 134     |
|    | Space Channel 5                      | Sega           | Funky Music, Graphics, Flash       | Video Is Sometimes Out Of Sync            | 8.0    | 8.0 | 7.0 | 133     |
| ш  | Street Fighter III: Ocubie Impact    | Cepcom         | Smooth Animation                   | No 3rd Strike                             | 7.0    | 9,0 | 8.0 | 134     |
|    | Super Magnetic Neo                   | Crave          | Colorful Graphics                  | Cheap Ceaths                              | 6.5    | 3.0 | 6.0 | 133     |
| =  |                                      | Infogrames     | Treck Editor                       | Some Slowdown                             | 8.5    | 90  | 7.5 | 135     |
|    | Tony Howk's Pro Skater               | Crove          | Graphics                           | Nothing Really                            | 9.5    | 8.5 | 9.0 | 132     |
|    | Tey Story 2                          | Activision     | Standard disney 30 Platform Game   | Exact Same Game From Six Monthly Ago      | 5.0    |     |     | 134     |
| ш  | Virtual Or: Oratono Tangram          | Activision     | Solid, Colorful Graphics           | Noticeable Slowdown in Multiplayer        | 8.5    |     |     | 133     |
| ш  |                                      | Sega           | Amesome Graphics And Ammation      | Linkited Replay Value                     | 7.5    | 8.0 | 9.5 | 134     |
|    | Wacky Races                          | Infogrames     | Cel-Shaded Graphics                | Gets Too Hard                             | 7.0    | 6.5 | 7.5 | 134     |
|    | WOW Megical Racing                   | Eidos          | Feaciful Husic And Graphecs        | Too Tough For Kliddle Theme               | 5.5    |     |     | 135     |
|    | World Series Baseball 2K1            | Sega           | Graphics                           | No Fielding                               | 3.0    | 5.0 | 2.5 | 135     |
|    | WWF Royal Rumble                     | THO            | Stine Wrasslers On Screen At Once! | Not Enough Modes And Options              | 5.5    | 4.0 | 5.5 | 135     |
| N  | ntendo 64                            |                |                                    |   |        |     | _   |         |
|    | Army Mex: Sarge's Heroes 2           | 300            | Variety Of Weepons, And The Music  | Teachy Control                            | 4.0    | 4,0 | 4.0 | 135     |
|    | Duck Bedgers                         | Infogrames     | Looney Types Graphics              | Simple Gameplay                           | 3.0    | 4.5 | 3.0 | 133     |
|    | Fighter Costiny 2                    | South Peak     | Uraque Point Scoring System        | Unresponsive Control                      | 3.0    |     |     | 134     |
| ш  | indy Racing 2000                     | infogrames     | Fast And Fun Racing Gamepley       | The Graphics Are Shightly Blurry          | 8.0    |     |     | 134     |
| ш  | Kirby 64: The Crystal Shards         | Kintendo       | Old-School 2D Geneplay In 30       | Scre                                      | 9.0    | 7.5 | 8.5 | 134     |
|    | Madden NFL 2001                      | EA Sports      | Sharp And Smooth Graphics          | Madden/Summeral Commentary                | 9,0    |     |     | 135     |
|    | Mario Tennis                         | Nintendo       | Doubles Action                     | Losing At Hultipleyer                     | 9.5    | 9.0 | 8.5 | 135     |
|    | Perfect Gark                         | Rore           | Limitless Multipleyer Options      | Stuttering Framerate                      | 10     | 9.5 | 10  | 131     |
|    | PEA European Tour                    | lefogrames     | Real Courses                       | Too Hard To Pick Just One                 | 1,5    | 3.0 | 1.0 | 134     |
|    | Raily Chellenge 2000                 | South Peak     | Race Options                       | Graphics, Especially In Hultiplayer Modes | 3.5    |     |     | 134     |
|    | StanCraft 64                         | Nintendo       | Best RTS Consolo Controls Ever     | Slewform                                  | 9.0    | 8.0 | 7.5 | 134     |
| Pk | yStation                             |                |                                    |   |        |     |     |         |
|    | Action Bass                          | Take 2         | It Only Costs 10 Backs             | It's Slot Worth Much More Then Thet       | 4.5    |     |     | 135     |
|    | Arretrines                           | Acctains       | Exploding Spiders                  | The Graphics Are Pretty Uply              | 4.0    | 3.5 | 3.0 | 133     |
|    | Army Men: World War                  | 300            | Sound Effects                      | Gitches, Bupginess                        | 3.0    | 2.0 | 2.5 | 132     |

|     | Game                                       | Publisher                       | Best Feature                           | Worst Feature                         |     | ores |      | Issue \$ |
|-----|--|---------------------------------|--|---------------------------------------|-----|------|------|----------|
|     | Bust A-Groove 2                            | Erece                           | Some Cool Level Effects                | Music Isn't Very Good                 | 6.0 | 6.0  | 6.5  | 134      |
| •   | Chrone Cross                               | Square EA                       | Stunning Music                         | The Game Ends                         | 9.5 | 10   | 10   | 134      |
|     | Digitoon World                             | Sandari                         | Terregotichi-esque Breeding            | No Analog Control                     | 7.0 | 3.0  | 2.5  | 134      |
|     | Expendable                                 | Integrates                      | Fielfly Special Effects                | Shoeldy Controls                      | 3.5 | 2.5  | 2.5  | 132      |
|     | Fliststones Bedrock Bowling                | South Feak                      | The Official Voice Actors Do The Lines | it's Not Bowling, Why, God, Why?      | 0.5 |      |      | 135      |
|     | Gelodo                                     | interplay                       | It's A Beat-Tim-Up On The PS           | Pristratingly Cheep Wits              | 4.5 | 45   | 4.0  | 132      |
|     | Grind Session                              | Sany CEA                        | Tony Hawk's Pro Skater Feel            | It's Just Not Very Original           | 6.0 | 5.5  | 5.0  | 132      |
|     | Grudge Warriors                            | Take 2                          | No One Forces You To Play              | Ones Not Provide Any Entertainment    | 1.5 |      |      | 133      |
|     | Iron Soldier 3                             | Yabcal                          | Two-Player Cooperative Wode            | Some Missions Too Own Prestrating     | 5.5 |      |      | 134      |
|     | SS Pro Evolution                           | Kasami                          | Spilly Graphics And Animation          | Automatic Player Switching            | 7.0 | 7.0  | 8.0  | 134      |
|     | Soudelika                                  | Infogration                     | CG Woxles                              | Uneven Enemy Difficulty               | 6.0 |      |      | 133      |
|     | Burt Namer's Arena Football Unleashed      | Vodvev                          | High Scorme                            | Limited Playbook                      | 6.5 | 6.5  | 5.0  | 132      |
|     | Legend of Dranger                          | Sony CEA                        | Seastiful OS Cinemas                   | Robotic-Sounding Ginlogue             | 6.0 | 5.0  | 5.5  | 133      |
|     | legged of Mass                             | Seusce EA                       | Greet 20 Head Ottown Activers          | Week Battle System                    | 60  | 7.0  | 5.0  | 133      |
| •   | Madden NFL 2001                            | F& Sports                       | Hadden Cards                           | Warden Covering His Mouth             | 9.5 | 20   | 9.5  | 135      |
|     | Monster Rancher Battle Card: Ep. II        | Tormo                           | Random Monster Generator Using CO      | Proofitive Gamenlay                   | 65  | 6.0  | 7.0  | 134      |
|     | Mortal Kombat: Special Forces              | Vidway                          | Seet Gos Uni                           | The Whole Same is Half-Assed          | 15  |      |      | 135      |
|     | HCAA Feetball 2001                         | FA Sports                       | Still A Very Competent Sim             | Not Much Officered Than Last Edition  | 75  | 8.5  | 65   | 134      |
|     | NCAA Gametreaker 2001                      | 989 Sports                      | Side brisse                            | Suspect Al                            | 70  | 7.5  | 7.0  | 135      |
|     | HFI GameOny 2001                           | 989 Sports                      | Teckies Animelians                     | Al Could SSII De Better               | 6.5 | 70   | 75   | 135      |
|     | H.Gen Bacana                               | infogrances                     | Awsone Soled                           | Awkward Button Configuration          | 70  | 6.0  | 7.5  | 133      |
|     | Nichtmare Constume II                      | Konemi<br>Konemi                | Novie-Cite Production Values           | Chec. Cryppy Generally                | 40  | 45   | 60   | 132      |
|     | Augremate Creatures II<br>Parasite Fae II  | Souger FA                       | Resident Bri-Shile Gemeskey            | Indians Pazzles                       | 8.0 | 80   | 8.5  | 135      |
|     | Pro Pintudi: Fontantic Journey             | Square by<br>farage interesting | heseest use-style samepaly.            | There's Only One Table                | 7.5 | 8.0  | 0.5  | 135      |
|     | Pro Princes: Persessic Journey<br>Rayman 2 | Unipre interscore<br>Ubi Sett   | Excellent Style                        | Camera                                | 9.0 | 8.5  | 85   | 133      |
| -   |  | ATUS.                           | Const Spice                            |                                       | 7.0 | 6.0  | 7.0  | 133      |
| _   | Rhapsody                                   |                                 |  | Boring Fighting                       | 90  | 8.0  | 9.0  | 133      |
| П   |  | Agelec                          | Comprehensive Suite Of Tools           | Steep Learning Curve                  | 2.0 | 8.0  | 930  | 135      |
|     | Samurai Shedown: Warmer's Rage             |                                 | You Can Turn It Off                    | For SNE's Last U.S. Effort, It Blows  |     |      |      |          |
|     | Spider-Min                                 | Activision                      | Swinging Around As Spidey              | Camera In Englosed Areas              | 8.0 | 8.5  | 7.0  | 135      |
|     | Surf Riders                                | Ubi Seft                        | Cool Sarf Tunes                        | Gets Repetitive Duickly               | 3.0 |      |      | 133      |
|     | Tenchu 2: Birth of the Steelth Assassins   |                                 | Gey And Wight Hissions                 | Cemera, Sluggish Control              | 7,0 | 7.5  | 6.5  | 135      |
|     | Test Orive La Mais                         | Infegrames                      | Lets 0t Options                        | Bad Music And Sound                   | 7.5 | 7.5  | 6.0  | 132      |
|     | Threads of Fate                            | Square EX                       | Two Separate Osests                    | Assoying Autoraxing                   | 6.5 | 5.5  | 6.5  | 133      |
| •   | Yelliyne Proble                            | Enox                            | Battle System, Beautitul Graphics      | Sometimes A Little Handonces          | 9.0 | 9.0  | 9.0  | 134      |
|     | Yorgare Huster O                           | Jaleco                          | Slick Anime Styling                    | Frigstreting Controls                 | 4,0 | 45   | 45   | 135      |
|     | Who Wasts To Be A Millionaire              | Sery CEA                        | Technically failthful To TV Show       | Lame Multiplayer Hode                 | 6.0 | 6.5  | 6.5  | 133      |
|     | I Mesc Mutant Academy                      | Activision                      | Great For Fars                         | Lame AI/Contros                       | 7.0 | 6.5  | 7.0  | 134      |
| Gas | ne Boy/Game Boy Color                      |                                 |  |                                       |     |      |      |          |
|     | 1942                                       | Capcom                          | Old-School Verbcal Sheetin'            | Hamble, Hamble "Music"                | 5.5 |      |      | 134      |
|     | Alf-Star Baseball 2001                     | Acclaim                         | Simple, Yet Still Fan                  | No Multiplayer                        | 6.5 |      |      | 134      |
|     | Crystalis                                  | Mintendo                        | <b>Graphics</b>                        | Approvisiting Play Mechanics          | 6.5 | 7.5  | 6.5  | 134      |
| =   | Dregon Wernor (6)                          | Ence                            | Two RPGs for The Price Of One          | Games Feel Shightly Dated             | 9.5 | 8.5  | 7.0  | 135      |
| =   | Frequer 2                                  | Mavesco                         | Classic Propper Gamepley               | Questionable Maze Design              | 8.0 |      |      | 135      |
|     | Galaga                                     | Maiesco                         | It's Pertable Galaca                   | Car't See Incomine Attacks            | 7.0 |      |      | 135      |
|     | Perfect Dark                               | Race                            | Georgia Viciety                        | Idealic Guerds                        | 55  | 5.5  | 5.0  | 135      |
|     | R*Bert                                     | Haiesen                         | Just Like Errade                       | Controls Are A Bit Yough              | 50  |      |      | 135      |
|     | SavierMan                                  | Activision                      | Looks Routly Good For A GBC Game       | Far Too Difficult For The Youngins    | 75  |      |      | 125      |
|     | Test Orive Le Mans                         | Inbacanes                       | Louds Of Cars. Tracks And Features     | Roudration Control                    | 3.0 |      |      | 135      |
|     | Tomb Raider                                | THO                             | True Turni Ravier Real                 | Honologues At Times                   | 8.5 | 8.0  | 70   | 133      |
|     | Warin Land 3                               | Netrois                         | Foreliest Greature, Difficult Provies  | Besses Are Too Cass                   | R.5 | 9.5  | 9.0  | 133      |
| ĭ   | Wacky Races                                | intogrames                      | Smooth 30 Scrolling On The GRG         | The Whole Experience is far Too Brief | 8.0 | 12   | ,,,, | 134      |
|     |  |                                 |  |                                       |     |      |      |          |
|     | Warlocked                                  | Mintendo                        | Those Woords                           | Treams Get Lest Too Easily            | 9.0 | 8.5  | 8.5  | 135      |



## **Reader Reviews**

## Draconus

What we said: "The story is interesting, with excellent narration...just when you start hating this game, something cool happens..."

## How we rated it-8 0 5.5 7.5

What you said: People who don't like Draconus are

smoking crack. The game has a few minor problems, but nothing that takes away from the overall experience. Once I got used to the battle system, and earned some weapon and armor upgrades (one of the best features of the game, by the way), I had a TON of fun playing through this game. And the nice thing is, there are so many levels...HUGE levels, filled with all sorts of enemies, When you throw in the incredible graphics, crystal-clear sound effects and excellent narration, I don't think you can find a better action/adventure title on the Dreamcast, I couldn't help but get caught up in the story either (this really kept me going level after level). When you're all done with one adventure, you have a whole new character to play through the game with again. You can't beat that

Sean Cauffield Woodridge, IL

## Kirby 64

What we said: "It looks like a kid's game, but do not be fooled!...slower pace and low difficulty made it hard to stay interested...for anyone who loves a

solid platformer...\*

How we rated it: 9.0 8.5

What you said: I think I'd be happy if Kirby games were the only carts that came out on the N64. There's something about the way Kirby and his world are so cute, yet every level and boss fight have so much action and emotion involved. Hove this

"People who don't like Draconus are smoking crack "



justaposition of elements. I realize there are times when the game is really easy. and this is a bummer. But 90 percent of the time things kick a whole lot of butt. Take the graphics and neat-o effects for instance. And what about the interesting level design? That's not to mention the variety of enemies, and how you can transform into so many combinations of things. For my money, there is no other game that's as fun as Kirby (except maybe the Warlo Land

10

games). I'd give this one a perfect to. Bethany Whitaker Grand Island, NE

Here's your chance to vent your views on recently released games. If you have something you think needs to be said about either one of our reviews or a game you've recently bought, e-mail us your thoughts at review\_crew@ziffdavis.com or write to us at the following address:

FOM Resider Reviews, P.O. Sex 3338, Dak Grook, IL 60522-3338

## Tomb Raider GBC 🗰

What we said: "The gameplay is adequate for a handheld action/adventure, but could definitely be better, isn't mindless sidescrolling crap like other GBC titles..."

How we rated it-8 5 8.0 7 በ

What you said:

For a Game Boy Color game, Tomb Raider looks incredible (especially the animation). But when you look past the graphics and all of that stuff, there isn't much to the game. Many of the levels look the same, and really all of the ouzzles are the same sort of thing over and over and over again, And where in the heck are boss battles? It's almost like Core got so far in the development process but then had to get the game out on schedule, so they

## Chrono Cross

What we said: "Chrono Cross is a masterpiece, plain

and simple...There just isn't a weak link...Buy this game!" How we rated it:

95

What you said: Graphically, Chrono Cross is almost flawless. The game features prorendered backgrounds, same as FFVII and FFVIIL with 3D characters. The characters themselves look good, and do not suffer the pixelation problem that FFVIII had. In terms of music, Chrono Cross really shines. Featuring probably some of the best works of Yasunori Mitsuda, the music is truly something to remember. The opening theme was excellently done, and complements the intro quite well. Other notable tracks are the overworld themes, as well as the boss theme. My only complaint is the final boss sone, which..., well fill let you hear it yourself. All in all, Chrono Cross



good RPG should have: interesting story, challenging battles, excellent music. However, compared to most RPGs today, Chrono Cross is quite short. Even the creators admitted that you can finish the game in 30 hours, Besides that, Chrono Cross is probably not suitable for those searching for a simple story, as the story is anything but that. Some of the major battles are also almost impossible to win, which gets frustrating sometimes, although luckily there aren't many of these. But if you don't mind any of these, then rest assured: Chrono Cross is the excellent game it is hyped up to be, and delivers much more than that, Rating: 10

James Ng address withheld should have. interesting story. challenging hattles excellent music."

"It has

everything

a good RPG

failed to implement more puzzles and other gameplay ideas. Certain areas can be from but I wish I wouldn't have bought it.

Matt Pilford Albuquerque, NM

**Wario Land 3** 

## What we said: "Wario 3 is an even mix of platformstyle gameolay and puzzle solving... Is it wrong for a man to be in love with a video game?..."

How we rated it-8.5

What you said: Maybe I'm insane, but Warlo Land 3 doesn't do much for me. I think a lot of it has to do with the fact that you can't die. Sure, it's innovative or whatever but it's also annoving. Half of the time I



didn't know where I was supposed to go next, and the rest of the time I didn't know what I was supposed to do. Am I supposed to be on fire? Or maybe a ball of yarn? I don't know. Maybe I'm just not bardrose enough or something, but I like games that are a little bit more linear. I'm going to pick un Perfect Dark instead.

Dayton, OH

Robby Innes

WWF SmackDown! What we said:

"The game engine far surpasses anything else on the market...The thing controls like a dream...enough WWF schtick to satisfy any fan..."



How we rated it: 8.5

What you said: The gameplay...I can't figure why people give their praises here. The controls are simple, but despite the fast rate of the game, that's not a good thing. Similar to the problems in how the moves lank the execution seems rather departed from the action. That might sound a little crazy at first, but once you realize

you can't land more than two hits in almost any situation, it becomes apparent that the way you win in this game is just timing throws, and that

something great. The fact that the quality varies so much between characters is an extreme letdown. The lack of real impact in the moves keeps you from feeling dominant or toasted. It's a playable game certainly, but there is no real reward for running through the season made extensively funless you NEED to look at a few extra people), weapons feel useless (no horrible noises or even real damage), and there's just not much that is genuinely impressive. Rent it first-this isn't a groundbreaking title, and I don't suggest lust running out and buying it if you haven't already. Rating: 6.4

Arkala Misarachorda Portland ME

## X-Men: Mutant **Academy**

What we said: "While the game has responsive controls, the enemy AI is surprisingly dimwitted...after extended play or

against the CPU it gets dull..." How we rated it-

7 0

"Any fan of X-Men will be hard-pressed to find a game that's as good...'

really is not much fun. The story mode, or whatever you want to call it, adds very little to the same, the fact it exists is welcome, but the writing displayed is groaningly matter-of-fact, and downright temble in wording. (Famous): name is actually misspelled to give you an idea of quality.) These just iso't enough here to get excited about, all that it really adds to sameplay is occasionally weakening someone. And the rewards, because of the totally lackluster create a wrestler feature, are no encouragement to keep going. The game comes off as pretty souliess in my eyes; nothing gives you the idea that the developers really wanted to make

What you said:

This is the best fighting game I've played. Any fan of X-Men will be hard pressed to find a game that's as good that has all of the Marvel Mutants in one place. And once you finish the game, there are tons of secrets to find (hidden characters, modes and a bunch of other stuff). I think it's not getting the attention it deserves mainly because it's not from Namco or Capcom. This is a load of cran in my opinion, since X-Men has all of the gameplay, modes, characters and options Tekken and the Street Fighter games ever had. Excelsion

Chris Shanharr Iowa City, IA



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On Syphesian I Shi, 2000 the best obliefes from all over the world will gother in the duties amonitine climate of Sydney, this cultural capital of Australia, for the world's greatest competition: The Olympic Games, To celebrate the genes titleds interactive is bringing Sydney 2000 - The Official Video Game of the Olympic Games with Polystotical organe careals, Perenacest and the Sy

Sydney 2000 features 32 countries in 12 events, TV style presentation, campetitive multi-player modes, authentic Olympic enviranments and fluid real-time animations creating an ultra realistic event parts videa gone experience. Compete un the heat of international competition with advanced motion-captured animation and incredible databils like facial expressions and variable breathing rates. Grob the gold in the most have realistic and deliberation was been such as the scale and the species of the control of the scale list for any basic, mote, the control beader, mote the control beader, mote

## GAMEDIAY FEATURES.

- 12 challenging events - 32 countries - 4 gameploy modes; head-to-head. Dlympic, coaching, and groude - 2 gold medal commentators

## OLYMPIC STADIUM

















## **Tricks** of the Trade

## THE MONTH

Tenchu 2: Birth of the Stealth Assassins

Unlock Every Stage From the Stage Select Square+Circle+Select While holding these Right, Right, Up, Left

On the Items Screen, sare, Circle, Square Circle, Circle, Left, Up, Increase All Inventory On the Items Screen, hold

Square+Rs. While holding nt, Down, Left, Up Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. came will continue with a

From the Stage Select Square+Circle. While Oown, Left, Right, Select

Brandon Newkirl Boston, MA 





## Rust-A-Move A

Cool Codes On the Title Screen with "Press Start Button" flashing, enter the following codes for the results shown.

Another World X, Left, Right, Left, X. You will hear a sound if the code was entered correctly. Now you will have more nuzzles available in Puzzle mode under the Arcade setting.

More Characters Right, Right, X. Left, Left, You will hear a cheering sound if entered correctly. On the Character Select Screen, you

will have access to more characters. Tarot Card Reading Up, X, Down, X, Up. You'll hear a sound if entered correctly. At

## tricks

the game menu, go into the

## Ontion Screen to see the new Tarot Reading (Love) ontion. Talk Demo

You must first enter the More Characters and Tarot Card Reading codes as shown above before entering this code. Then at the Title Screen, press X, Up, Left, Down, Right, Up, X, Down, Left, Up. Right, Down, X. At the game menu, go into the Option Screen to see the new Talk Demo option.

## MagForce Racing All Tripods, Classes and Tracks

On the Main Menu, highlight the vehicle select and hold the X+Y buttons simultaneously While holding these, press Up. Left, Down, Right, Right, Up. Down, Right, You will hear a sound when the trick is entered correctly. Now access the vehicle and track select options to see all the new tripods, classes and tracks at your disposal.

## Striker Pro 2000

[7] In the middle of the game, press Start to pause. Now press. Up, Up, Down, Down, Left, Left, Right, Right, L-Trigger, L-Trigger, L-Trigger, R-Trigger, L-Trigger, R-Trigger, L-Trigger. Press Start to go back to the game and then hold the L-Trigger+R-Trigger simultaneously and hold Right on the D-pad to move the ball up, and hold Left on the D-pad

## to move the ball down. Seaman

Rapid Evolution Once your Seaman eyes have hatched and four have been eaten by the Nautilius, they will evolve. Once this evolution process happens, you can do this trick After you've squart your session, turn the Dreamcast off and pop open the lid on your system. Turn on the power again and when the screen comes up, access the Settings file. Change the Date/Time to one or two days ahead. Set it and then start up [7] the Seaman game again. The game will think that this time

has actually passed. Repeat this process to develop your Seaman more rapidly. Remember to clean the tank and heat it each time to make sure he's growing well.

Got your own PD tidbit for us? Send us a

Your monthly source for anything and everything Perfect Dark

PERFECT DUCK HUNT
On the first solo mission, dataDyne Central Defection, you can do a little target practice on the passing cars. Just work your way up to one of the rooms with a wall taken up by windows and shoot out one of them. Now watch for a passing car, take aim and fire! Thanks to loe Wags for this fun little waste of time.



## SECRET SHAFT

uch os the Rocket Louncher to use in the Cheot Solo Missions, in order to do this trick.
In the Carrington Institute, access the computer in "hacker central" with the Cheats on it. If you've unlocked the Rocket Launcher under eapons for Jo in Solo, turn on this cheat. Exit

shaft. This will make a hole in the middle of it,

Go through the hole and you will drop into a small room. Turn to your left and fire another

rocket at the far wall. This will make a hole that

you can see after the smoke clears. Now switch



this menu. Choose Cheat Solo Missions, Play the dataDune Central . Defection level on any difficulty. Make ur way down the

tform in the beginning of the level and shoot the first guard and go in the double doors and shoot the guard und the cor Go down the ramps and over by the

Other Team Options: Be the Blue security hub. To the right of the security hub is a large shaft. Switch to the Rocket Launcher and fire a rocket at the

Teams: Humans VS, Simulants team and name your team S.T.A.R.S. Make the Sims be the Soundtrack Music: Maian Tears

SWEET SCENARIOS

month's scenarios. Bring up your Combat Simulator and try these

there seems to be a thriller/ scary movie theme for this

Check out this one sent in by

Options: No Radar and Fast

Weapons: Combat Knife.

Falcon 2, OY357 Magnum.

Shield, Reaper, Mines.

Devastator, Laser or

Limits: Your Choice

FistHardSims and a

Farsight XR-20

RocketDarkSim

HOLLOW MAN

Arena: Felicity

2 Tranquilizers.

Weapons:

Scenario: Combat

Ontions: Default (for a more

2 Falcon 2 guns, Thermal

Goggles, Cloaking Device

Limits: Team Score of to or to

Sifficult challenge, try No Radar

Shotgun, AR34, Rocket Launcher

Optional Weapon Substitutions:

Simulants: 2-5 FistMeatSims, 1-2

settings:

SURVIVAL HORROR

(RESIDENT EVIL)

Scanario: Combat

Richard Sue.

Movement

Arena: Felicity





This is another method that works in the firing range. Position yourself so that you are halfway between the door of the firing range and the entrance to it. If you are far enough in the range, you can press Start to access your weapons. Pick the Cross and fire away at the lackeys! Oh, how fun it is to stick a tora of arrows into these clowns!

## EASIER ESCAPE

In Area 51 - Escape, get to the end of the level with the UFO. When Jonathan and Elvis are talking, make your way up the ramp and across to the computers that control the hanger doors. When lonathan talks about escaping on the hoverbike, access the computer to the inner door

then the outer door. The cinema will show the UFO escaping. This is much guicker than having lonathan do it all. Thanks go to James E. Messina.





go through the hole. You will be in Cassandra's office. Run up and punch her to take her out. but don't shoot her or you will fail the mission. Exit gh the large doors to surprise the guards, which makes them easier

this secret

to your Punch and





Three people must wear the Thermal Goggles and the one person that plays as Hollow Man will have the Cloaking Gevice on.) In the scenario, the three other people must try to kill the invisible player, Thanks go to Ryan Posey for this scenario.



BS RUMOR WATCH hoax going around that involves red GoldenEye Archives level. Someone made up a pic-

ture to look like it really existed in the game. Alas, this is not true. This one's been fooling a lot of people, so it gets an 8.5 out of 10 on the EGM-PD-BS-O-METER.



## Electronic Gaming Monthly 279



TRICKS

## TOP 10 TRICKS

The top so games of the last month given the fullon Trickman treatment:

## 1. Perfect Dark (N64) Weird Cassandra in Cinema

mission (defaultyne Central-Dattrallon), lejs en Agent settling and finas first settling and finas first settling and finas first where Cassandor Layd Town with first bodygaunds, Before finaling the second detective (defaulting her bodygaunds), runs gelt settlar and decid up runs gelt settlar and decid up in the settling of the settling of the layd the settling of the settling of the settling of the settling of the military settling of the settling of the settling of the settling of the Now go backmitted the building of the settling of

## 2. Pokémon Trading Gard (GB)

Find Codes Send in codes for this game if we print yours, you'll score

## 3. Pokémon (Yellow) (GB)

Easy Level Gain
To easily geln experience,
switch the Polderion you want
to train with the top Polderion
on your lest. When you go into
bettle, this Polderion will
appear Switch to another
Polderion, Once you win the
battle, the beginning Polderion
and the Egitting Polderion
both gain experience points.

## 4. Tony Hawk's Pro Skater (PS)

Cool Codes
Enter the following cheat while paused during play if done connects, the screen will

Blowout Trick
This blows open the game, and a new character, from timenu, access Career Mode.
Beauty access career Mode.

## NINTENDO 64 GoldenEve 007

Cheat Menu Button Codes
Enter these codes on the Cheat
Menu Screen with the L.
Shoulder and R-Shoulder
buttons, C buttons and D-mad,
You will hare a beep to confirm
correct code entry. You will hare to
cost the Cheat Menu and
enter it again to make each
code appear. These codes are
tricky, so make sure to hold the
buttons for about one or two
seconds before going to the
next step of the code.

Gold PFy Hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Down, L-Shoulder+Up, hold L+R-Shoulders and press Down, C-Up, R-Shoulder+Up, hold L+R-Shoulders and press Right, L-Shoulder+Up, Down, L-Right, L-Shoulder+Up, Down, L-

Shoulder+C-Down.

All Guns
Down, Left, C-Up, Right, LShoulder+Down, LShoulder+Left, L-Shoulder+Up,
C-Left, Left, C-Down.

2 2X Grenade Launcher Press R-Shoulder+ Down, R-Shoulder+Up, Right, hold U+R-Shoulders and press C-Down, L-Shoulder+Right, R-Shoulder+Left, Left, Down, Up,

Shoulder+Left, Left, Down, Up, R-Shoulder+C-Down. 2X Rocket Launcher Press R-Shoulder+Right, L-Shoulder+Left, Down, Down, R-Shoulder+Left, L-Shoulder+C-Left, R-Shoulder+C-Up, R-Shoulder+Down, R-Shoulder+C-

## Indy Racing

## 2000 All Gold Cup Cars and Gallery Option

All Gold Cup Cars
From the Main Menu, access
the Gold Cup option. Choose
an empty file and put in
YOU\_DA\_MAN for the name.
On the Gold Cup Racing Menu,
all the cars will be open and
you will have golds for every

set of cars.

Gallery Option

From the Main Menu, access
the Gold Cup option. Choose an
empty file and put in

WOODY\_COOKIES for the name.
As soon as you choose "Done,"
the sallery option will appear.

ORAFT NOW 103



the sallery: A - Zoom in, B -

clockwise, C-Down = Rotate

counter clockwise 1. Shift =

Switch views, R-Shift = Switch

galleries, Analog stick - Rotate

view, Down on D-pad = Switch

between top and side views

Zoom out, C-Up = Rotate



## NGEN Racing Awesome Tricks On the Main Menu Screen, enter the following tricks to acquire

On the Main Menu Screen, on the following tricks to acquire these results as shown below All Arcade Mode Tracks, Classes and Jets Rt, Lt, Rt, R2, L2, R2, L2, L4 MGEN Mode Extra Jets R1, R2, L3, L2, L3, R2, R1, 400,000,000 Credits R2, L2, R2, L3, R2, R1, R2, L1.

and change animation rate, NGEN M Start = Exit. R1, R2, L

## PLAYSTATION Eagle One: Harrier Attack

Invincibility, Level Select and Infinite Ammunition

Invincibility
At the Main Menu Screen,
access the Options Menu. Now
press R1, L1, R2, L2, L1. You will
hear a sound to confirm the
trick was entered correctly.
\*\*Level Select

At the Main Menu Screen, access the Options Menu. Now press Rt, Lt, Rz, Lz, Start. You will hear a sound to confirm the trick was entered correctly. Infinite Amsunition At the Main Menu Screen, access the Options Menu. Now press Rt, Lt, Rz, Lz, Rt. A tone will confirm if entered correctly.



If your mick is selected as frick of the Morth, you will win a free GameShirk provided by Interact and a Pho Shock, or a hyperic, or a VIPER controller from fire International. If you are given credit for scaliniting a hor trick this section, you will wis a free game. See page 289 for niles. Notice If you small your mick hyperically you must include your real rams and address.

Send your best testor, codes, web shies, anything that can help make genus more fun or issuesting to:
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or und a-mail to:
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## TRICKS

TOP 10 TRICKS Start to pause, Press and hold the Ls button and enter Grele. Right, Up, Down, Circle, Right, Up, Square, Triangle. The preetly Go to the Nain Megu the Career Mode and Officer Dick, all tapes, levels, medals,

## 5. Tony Hawk's Pro Skater (NRA)

Awesome Chests All Tapes soose Career Mode from the Main Menu and begin your

Faster Specials noose Career Mode from the same White playing, press Down-C, Up, Down, Right. The

## 6. Wario Land 3 (GB) Find Codes

## 7. Spec Ops (PS) Find Codes Send in codes for this game.

If we print yours, you'll score a 8. Pokémon (Blue)

(GB) Fight Safari Zone Pokémon Zone. You must have a Pokernon with the Surf Ahabry Pokémon you are trying to catch is found. Stay there until south of Fuchsia City. Be sure

is a strip of the screen that is



## PLAYSTATION

## **NCAA Football**

Serret Codes

At the Main Menu select the Game Settings. Then highlight and enter the Secret Codes Menu Now press Select and enter any of these cheats. You'll hear "It's in the game" if entered correctly.

Full Poll POPULARITY (Press Rs twice on the Poll Screen to view more team rankings Slower Players

CEMENTFEET All Stadiums Unlocked OPENSESAME View CPU Plays MINDREADER **Faster Players** SCRAMBLE Faster Daytime Effects DAYNIGHT

Maximum Attribute Points BALLER Maximum Recruiting Points HEADCOACH Receivers Always Catch HANDSOEGHIE

Defense Always Intercepts OSKIE Wind at Maximum SAFFTY Change the Date

Juggemaut Team

BULLDOZER Populous:

The Beginning Cheat Made

At the Main Menu Screen, begin a New Game. Choose the first scenario: The Journey Begins. Move arrow onto a tree in the level and press X. Do this for every tree in the level. Then press Start to pause. You will see a new option at the bottom of the list called "Cheats," You can now access all buildings, spells and maximum manal



## X-Men: Mutant Academy

Unlock Everything On the Main Menu Screen.

press Select, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Now go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sahretooth and Magneto. In Cerebro mode, you will have access to all the cinemas and behind-the-scenes footage! GAME BOY

**Army Men Essential Passwords** From the Main Menu Screen, move down and select

Password. Now enter any of the symbol passwords below to open up various levels in the game. Desert -All Cactus Flats Levels: Machine

Gun Grenade Machine Gun Grenade. All Casa Plastica Levels: Ieep. Jeep, Grenade, Machine Gun. All Winding Canyon Levels: Machine Gun, Mortar, Machine

Gun, Helicopter. Alpine -Prison Camp Levels: Plane. Machine Gun, Grenade. Machine Gun. Winding River Levels: Plane. Tank, Mortar, Jeep. All Levels Open (Desert and Alpine): Plane. Tank, Plane, Machine Gun.

## Crnc

Open All Levels

On the Main Menu Screen, access the Password option. Now enter POHPBFDHIB to get access to all levels, but no pickups.

## **Hot Wheels** Stunt Track Racer

All Vehicles and Levels On the Main Menu Screen. select the Password option and

enter this code with the D-pad and buttons: Down, Left, Up, A. Down, Right. Tazmanian Devil: Munchina

Madness Level Passwords China Level BLGNGIPDFFT Switzerland Level











## TOP 10 TRICKS half land, and half water, Surf on this section and just keep going up and down on it. When llw n gmana na coni nur uoy Safari Zone section you just left. This time though, you will be able to fight them and use

## GameShark Godes

Jeremy McGrath Supercross 2000 Start On Lap Four DiffStorRCompose D1F8807800000003

Always Place sst 591474F3C0707041 Always Place sst 591774F300000000

Rayman 2 Rying Rayman

Have Swinging Power Up E23768Œ0000006D Infinite Health oFponyDiffconcoorF Infinite Air D400CE4D000000Es

Air Never Drops When Game On 2DF76F200000FFFF Heat Never Fluctuates When Game Is On 3359282200004388

Max HP sst Character 8EA1888C000003E7 D4583563000003E7 Max MP 1st Character Rusa 888 Coppopulate

«CAssestingencounty Infinite Gold Fits: 8F6800000000 NINTENDO 64 roids Hyper 64

Infinite Lives 8007F90E0063 Infinite Points 8007F8FEFFFF Infinite Armageddon 8107F8920001 Infinite Items on Pickup

Armed Response Box Bs CA2 coos Enable Code P124FFA02400 Place sst 8120/060000 Infinite Turbo BozC4CgDooFF **Enable All Tracks** 812B4C040101, 812B4C060101 81285C980101, 81285C9A0101 8128sCqCn101.8128sCqEn101 8128sCA00101 Enable All Boots 81285CA20101, 81285CA40101

R107FBA2270F

Hydro Thunder

81284CA60101, 81284CA80101 81284CAA0901, 812B4CAC0101 81284CAE0101 Pokémon Snap Rapid Fire Apples and Bombs 803826870000 Have Apples, Bombs and Flote 80%AEStF0004 Have Apples and Bombs

803AE5tF0002

PLAYSTATION

800A8A320006, 800A8A340006 Max Score BOOD COECEOFF, BOOD ODE EOSFS Have Infinite Boosts 800A88380004 Unlock All Levels 300D9E070006 Stop Timer annihoEnannéa Hier Mode ScnASDs/Accos

Step Timer (Strider s)/300/30/840032 Max Score (Strider s) Boo62F5CE0FF Max Score (Strider s) 8006255E0555 nite Lives (Strider s)80062F520161 Have Robot (Strider s) Book of Ricospo

Tenchu 2 Press SELECT for Nines Rebirth

Infinite Health

Available at Weapon Select Screen DooCE07AFFFE, 8001000/CFFFo Press SELECT for Ninia Robirth Available at Weapon Select Screen DooCEZgrAFFFEZ, Spotco AAFFFo AYAME & RIKIMARU kryisible to Normal Enemies

EZco8CDC80000, 9008CDC80002 X-Men; Mutant Academy Ps infinite Health 800A1EZ5CB400 Ps infinite Health 800A0470B40

GAME BOY Mr. Driller Infinite Air 015486C6 Infinite Lives 02028306

Tomb Raider: Starring Lara Croft Have Gold Bacs 036383C1 Have Iris 00618401 Have Snake Eve. Nightmare Stone and Orb osFFBxCs Have Staff Segment s osnaBaCs Have Staff Segment 2, 3 01FF88C1 Have Heavy Bullets rdrite Health

01638ECs OF EEBACA Infinite On Have Lance Health Paks 0161ACC1 Have Small Health Paks 0161ADC1 Have Door Keys 0163AEZC1 Have Panel Pieces 01616504 Have Dynamite nifaBaci Have Snake Key 0163B1C1 we Skeleton Key 01698101 Have Alter Key 0169BtC1 Have Rapid Bullets 01638001

Rampage 2:

## Universal Tour Play as Bosses

Play as Lizzie On the Main Menu Screen, highlight and enter the Password option. On the Password Screen, enter SAVRSASSO as your code.

Play as George On the Main Menu Screen. highlight and enter the Password option. On the Password Screen, enter

SM14N1230 as your code. Play as Ralph On the Main Menu Screen. highlight and enter the Password option. On the Password Screen, enter LVPVS7800 as your code

Play as Myukus On the Main Menu Screen highlight and enter the Password option. On the Password Screen enter NoT3T3210 as your code.

## Ready 2 Rumble Boxina

Character Codes On the Main Menu Screen enter any of these codes while highlighting Arcade Mode Unlock Kemo Claw: Left,

Left, Left, Right, Right. Right, Left, Right, Left, Plebt

Unlock Nat Daddy: Right, Right, Right, Left, Left, Left, Right, Left, Right, Left Unlock Damien Black: Right, Left, Right, Right, Left, Left, Right, Right,

Right, Left, Left, Left, Flectronic Gaming Monthly - 283

## 9 WWF

the other Balls

SmackDown! (PS) Hidden Stuff As you play through an entire season in SmackDowni, you will alther unlock secret characters or get extra attribute points for list of what you will unlock each

151 Year: Ivory and Year: Prince Albert and Year; taqueling ath Year: Viscera 4th Year: 80 points for 6th Year: Mideo 7th Year: Gorald Brisco 8th Year: Pat Patterson oth Year: go points for

## 10. Pokémon (Berl) (CE)

Infinite Items WARNING: USE THIS TRICK AT give yourself an unlimited have in your sixth inventors the Red and Size versions of the game. First, head to man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. Then immediately fly to Cinnabar who has the Surf Ability, fiscle up and down the east coast Ougging the shoreline) until Pokémon, either one with a name made up of scrambled

Missingno Important: Do not cotch any Pakémon that was encounter here, it will num from a battle with a glitch riventory. Whatever was in the sixth slot should have a strange symbol where the quartity used to be. This usually means that you have well over 100 of that item. This

Master Balls or enough rare of damaging your saved game.

## Electronic Gaming Monthly



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FINAL WORD

## The Gamecube Cometh

Chris: Nintendo did what they had to do at Space World-show everyone that even with X-Box and PlayStation 2 looming over the horizon they've still got what it takes. They decided to go against Sony's "we are the embodiment of all that is entertainment and our system will control your toaster" line and go for the simple, yet effective, "we're out to make a damn good game machine." Granted, we didn't see gameplay footage from anything on Gamecube (and I'll hold my final ludement until then), but it's exciting just to see what kinds of thines can be done on the system. As for the look of the machine, I don't care what anyone says, I die the cube. It's different, but it's far from the worst game system design I've over seen (the toilet-esque Jaguar CD), Is this going to make anyone second guess a decision to buy a Dreamcast or a PSo? Probably not, If we as gamers decided not to buy a piece of hardware just because something new was on the horizon...well, we would never buy anything. Does it mean Microsoft's going to have a bigger

challenge next fall? Count on it. Gree: I'm pretty excited about the cube, though I can't get over that horrendous controller design, it looks like Barman dropped a Dual Shock into a vat of acid. The thing gives me nightmares! I am however, very excited about the Game Boy Advance, Who wouldn't want what is basically a portable SNES? But again with the design, what the hell? It looks very uncomfortable. At least Nintendo

announced a new Metroid game! Kraige Nintendo is obviously deciding once again to lock up the younger crowd that's put eazillions of \$\$ in their bank. sports games to try to attract the older plan seems the same - X-Box and PS2. take all the older gamers you want. As for controller design, it may look stupid, the lame controller the N6e has. of crap, sure, but wait until you actually

Gamecube demos but then again, I was really impressed by the Mario face-pulling demo that was shown when the N64 first arrived. A year later the N64 didn't look so They'll have their loanna Dark games and hot anymore. I can't tell from the specs what's going to appear on screen, but it players, but once again, Nintendo's game doesn't look to outpace the PS2 in any way besides a purportedly programmerfriendly development environment. The fact that Retro Studios is doing the but nothing could possibly be worse than new Metroid game (Retroid?) doesn't inspire confidence. After all, they're little Crispin: Y'all need to guit harping on that else besides an Iguana offshoot. It'd be poor controller. It looks like a jumbled pile like Naughty Dog doing the next Castlevania. I'm still looking forward to try it with a game before you stick your the Gamecube, as Nintendo always noses up at it. I'm more interested in how makes good games, but when it comes the Game Boy Advance will work as a out it will be facing Nth-generation Gamecube controller. I think it'd be cool if Dreamcast games, fourth-een PS2 games some games required you to use both the and the X-Box. In my opinion it should be regular controller and the Game Boy on the shelves right now!

Advance. Maybe something like a Metal Gear Solid-style game, where you control your spy character with the loypad but then have to use the GBA to pick locks or defuse bombs. The GBA will certainly give you a lot more interaction with the Gamecube than the PocketStation or VMII did with their systems. Jim: I'm really encouraged by what I see

so far, including the design. I think it's

grey/black/white box and mix it up a

companies will incorporate it into their

games on a much bigger scale than on

other platforms. As far as the "kiddle"

thine goes, just look at those Metroid

smartest contender in the console cold.

war yet. They had time to sit on the side-

lines a little and hear what the pros and

cons of the first two "next-gen" systems

example of this is the apparent distaste

many developers have for programming

on making the cube developer-friendly,

of good companies/titles flooding in if

Nintendo thinks they will be: and good

Milkman: I was semi-impressed by the

developers really are as pleased as

hook Where do I preorder?

were and hulld on them. One his

shots! It seems like they may be the

little. The early screens look amazing, and

the emphasis on the GBA interaction from

nice to see them break out of the

the set-go seems to ensure that





Kroje Kolswa



games always win over flashy specs in my Crispia Boyer







HEXT MONTH

## December 2000

On sale Oct. 30

## PlayTested 2

The PlayStation 2 has landed, and we welcome it with open arms and our game rating clipboards. If you enjoyed our few PS2 reviews in this issue, just wait for next month. when we'll look at Tekken Tax. Smuzeler's Run, FIFA and NHL 2001, Armored Core 2, Sipheed, Evergrace and lots more. The PlayStation 2 may be online in the future. but the Dreamcast has it now. We'll burn up the phone lines to review NFL 2Ks and the rest of the SegaNet online games.



Internet? We'll let you know,





Get the full scoop on this potential hit next month.

## **इ**द्धारश्याप

- · You bought the system, now what games should you huv? All the answers in our PlayStation 2 review blowout!
- NFI 2K1 has arrived and now we can put Segallet to the test
- Previews of Cancom vs SNK, Dragon Warrior VII and **Paner Marin**
- Power Tools returns with an all-new lineup of gadgets.

## Nov. 2000 On sale Oct. 16

## XPERT GAMER

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- Dine Crisis 2
- . Tounotch strategies tax PS2 launch games
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- Strike moves and combos · GVB teature on hidden tins and tricks for your tlicks





## Demo Disc

## Playables · Sovro: Year of the

- Oragon Uttimate Fighting
- Championship • Incredible Crisis
- · Jarrett & Johnnie Stock Car Racing
- · Crash Bash Non-Playables

## . MGS2: Sons of Liberty Final Fantasy IX o Oriver 2

- . Star Wars Demolition
- Cool Roarders 2001

## PlayStation Nov. 2000 On sale Oct. 9 PlayStation 2

This month OPM will celebrate the launch of Sorw's latest and greatest. machine: the PlayStation 2! They'll take a look at the PSo's canabilities, the

launch titles and the future of this mega-machine, Expect a full complement of DVD-related news, as well as a look at the actual system launch. GPM will also have more than 30 PlayStation and PS2 reviews, including SSX, Ridge Racer V. Tony Hawk 2 and Dino Crisis 2. If that isn't enough, check out the demo disc: It's not running video of Metal Gear Solid 2: Sons of Liberty along with playable Crash Bash and Spyro: Year of the Bragoni



## Dino Crisis 2

Sony's Liber-machine is almost here and XG pays homage with an early introduction into PlayStation a strategles, They've got all the secrets, hints and gaming voodoo possible on three must-have launch titles; Tekken Tag Tournament, SSX and Ridge Racer V. Movine right alone, don your lockstraps and hit the turf for some serious football. We're talking Madden (PSs), and we're talking NFL 2K1 (DC). Also, set old-school with a Street Fighter filt: 3rd Strike (DC) strategy. Finally, XG throws a bone to all the regular PlayStation owners

with a Dinn Crisis a blown it





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Fill in the puzzle with the correct words going across. Transfer each words corresponding letter to the inte at the end. This should spell the accret word going down HMT Regist the accret word sur-

becds corresponding letter to the line at the rend This should spell the scoret world going down HINT Read the secret world clue

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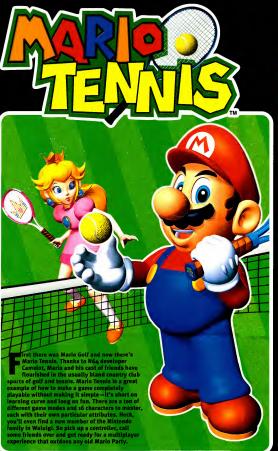






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## CONTROL









# A Game With Some Balls

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I can't remember the last time I was this surprised
by a game. Sure, I knew Camelot would develop a
good product for M64, but Mario Tennis achieves
the same level of quality as Mario Golf.
It is excellent in every regard, Great characters
(even a new one, Waluigi) and simple controls
will have anybody mashing the ball with Bower In
a minute or two, and deep gameplay will have seasoned veterans coming back for more. One feature
that's sure to help the game stand the test of time is.
Its multiplicative mode. Get a row

database



game stand the test of time is its multiplayer mode. Get a room full of people together and let the tennis wars begin, Mario style. Of course, if you're having people over, you wouldn't want to suck at the game now would you? OK, then. Read up on the next few pages for some inside details on how to become a pro. See you at



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